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**Aclaim**

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ISSUE 81

ISSUE
81

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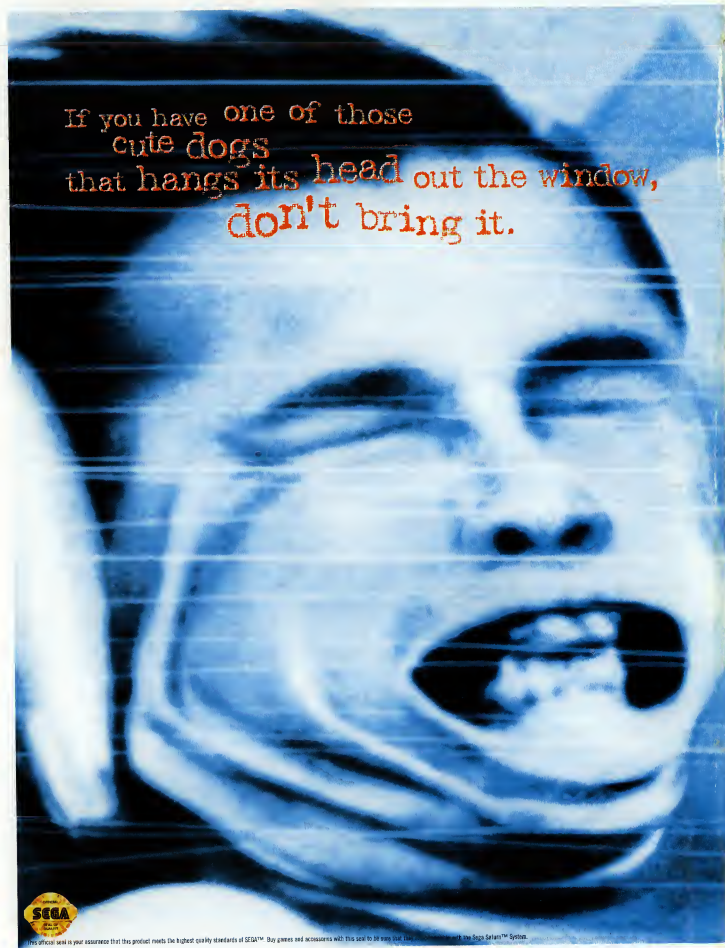
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FIRST LOOK AT EA SPORTS' 32-BIT GAMES • MORE ULTRA 64 STUFF THAN YOU CAN SHAKE YOUR BOOTY AT! • I SAID CHOKE YOURSELF!

FEBRUARY 1996

DONKEY KONG COUNTRY 2: DIDDY'S KONG QUEST

Go Ape With Our Super Strategy Guide! *The Monkey Madness Starts On pg. 90*



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cute dogs
that hangs its head out the window,
don't bring it.



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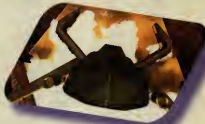
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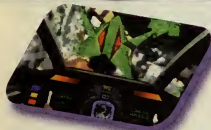
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CONTENTS



What a month! Traditionally, the first few months of a year are supposed to be slow ones for the videogame industry, but you'd never be able to tell that around here! Obviously the looming spring release of Nintendo's Ultra 64 has everyone talking, and this issue we've got more info and pics on U64

games than ever. Being a huge Mario fan, all of these pics have only made it that much harder for me to sleep at night! I want my Ultra 64 NOW!

But that's not all! Did I mention that we've got the EXCLUSIVE info on EA's new 32-bit sports games? *NBA Live* is looking pretty darn good.

Well, that's it from the front line. Read up and enjoy!

Chris

MEET THE TEAM

Do you have any words of advice for Jeff, now that he's leaving us?



Chris

Try to keep warm in cold weather (sniff). Wear your galoshes when it rains outside (sob). And... and say your... prayers at night... Waaaahh! Boo-hooo! Don't get Waaaahhhh!!!



Jeff

Finally! No more idiotic coffee jokes. No more really stupid pictures of me making really stupid faces. And, best of all, no more Box! They never got me into that dumb thing! See ya!



Mike

Always keep your wallet in your front pocket. I'm not making any accusations, but that Next Generation bunch is kinda tight-fingered!



Patrick

Eat your vegetables! I know that sounds kinda corny, but veggies are very important! Make sure you steam 'em — don't boil 'em!



Chris

Welcome aboard, Jeff! I'm really glad that you're coming over to work with us! Remember to steer clear of Trent, though. He's been acting kinda weird lately!



Trent

(on the phone) Why, that's highway robbery! The price is too high... Yeah, yeah, I know it works, but... will you include the extras? FOR HOW MUCH MORE? Oh, alright, you gotta deal.



Roger

The way I see it, if Jeff goes, that must mean there's a new guy coming in. Hey, wait a minute... that means The Box! Oh man! I can't wait! This is gonna be fun!!!



Bill

(on the phone) No, no, the final price is \$1000. (to you) You can't have a discount, these things don't grow on trees, you know? OK, for \$500 more, you can have The Box and all the extras. Don't worry, I won't tell Jeff a thing! Goodbye, Trent.

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18

Once again, we bring you the news. Not the olds, like other mags.

Infotrack

18

Good news! The funny line is back. Now, if I can just find it...

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Mario is back, and on the Ultra 64, no less! Look into the future! It starts on page 28!!!



Imagine flying an armored fighter through a really big house! *Descent* does that and more, on page 44.

subscribe

66

We want your money and we'll stop at nothing to get it! Nothing... you hear us?

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MIKE: Mike_Salmon@qm.imagine-inc.com

PATRICK: Patrick_Baggatta@qm.imagine-inc.com

Take to the skies with Luke Skywalker! Star Wars action begins on page 41!

Get the edge on *Soul Edge*! Cut straight to the Arcade section on page 87!

Secure the peace and kick butt-and-butt in Wing Arms. The action starts on page 55!

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You send us money we've never seen before, and we send you books you have seen before. We like it this way, for some odd reason...



They're takin' the rock to the hole! EA Sports makes its bid to become the all-time Sports Game Champion! Check out all of the final scores in our always-exciting Sports Section, starting on page 77! It's on fire!!!



IF YOU'RE A 3DO PLAYER, Y



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BU

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rp.



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If you like
barbecued cats,
letter-writing monkeys,
big sacks of doorknobs,
anaesthesia, masochistic Greeks,
and any of those 'Omen' movies, then
buddy, have we got a section for you!



SAVE THE LITTLE GUYS!

STOP WRITING ABOUT SATURN AND 3DO AND JAGUAR AND ALL THOSE OTHER EXPENSIVE SYSTEMS! I'm a Super NES owner who is fed up with **GAME PLAYERS'** coverage of all those expensive systems. They cost so much that most of your readers can't afford them. I liked it better when **GAME PLAYERS** was concerned about the little guys. In this case, Super NES, Genesis and the other cheaper, more abundant game systems. I'm never going to have a Saturn or a 3DO because I don't have that kind of money! Please start paying attention to the little guys!

A very
annoyed
Person,
Chatham, ON

CHRIS: We're bringing! Believe me, we're desperate to cover as much 16-bit software as possible, but there just aren't that many games right now. I think it's time for you to face the hard fact that by the end of '96, there will be practically NO new 16-bit games. Gamers will either have to upgrade, or get out of the way.

NINTACOMPOOPS!

It seems to me that you people at **GAME PLAYERS** are paying more attention to new systems and not to the old. I can't afford a PlayStation yet (I'm working toward it, don't worry). You guys should give an equal amount of space to each game system. I know that the new systems are better, but most people don't have the money (we're broke people who watch ninja movies all night to dissolve our appetite for those new systems). I guess you won't even bother looking at this, so I guess I'll have to write that other mag and complain over there.

The Red Tick,
California

BILL: I'm just guessing on this one, but if you saved all the money you spent on ninja movies, wouldn't you have your next gen system a little bit sooner? Don't write to that other mag — those guys don't even know what a ninja movie is... Uh, and we don't either, do we, guys?

THE HILLS HAVE EYES!

There's a Fire Storm!

Ah goldurn saw it!

With mah own two eyes,

Ah saw myself a Fire Storm!
Rungo,
The Hills

BILL: Me see it, too! Big light in sky! Big and bright!!!! Now we play banjos, OK, Rungo? You know theme from 'Deliverance'?

LIVING IN THE PAST

All this talk about 32-bit & 64-bit revolutions is driving me crazy. Sure, they have great graphics and gameplay, but when it comes down to it, they are just some damn games as 16-bit, but a hell of a lot more expensive!!! I think people should look at the Super NES and its 16-bit games again. Ok, listen I have to say this plain and simple, the best and most underrated company in the videogame industry is Squaresoft, which is a Super NES-based company. They have put out the best RPGs in the world! All for Super NES. By the way! *Final Fantasy 1, 2 and 3... Secret of Mana... Secret of Evermore... Chrono Trigger* and a whole mess of other RPGs! They have done a GREAT JOB! I'm not saying the PlayStation is not a great system, because it is, but its games are bad. In closing I would just like to ask one question, when is the next Zelda coming out? P.S. I still live the Mag.
PPS I think Bill needs help.
PPPS Get a woman on the staff!!!

Chris Costantino,
Cleveland Ohio

CHRIS: You've got a point — it's fine to have a super piece of hardware, but in the end it's great GAMES that people want. Still, you're not giving the PlayStation enough credit. It's got great games now and more on the way. Uh, and the next Zelda game shouldn't be out until late '96 to early '97, on Nintendo's Ultra 64 disk-drive unit. We do have women on the staff! Anna and Debbie do great work on the Art staff!

STALK ME, BABY!

Bill, I'm me, another one of your crazed fans. I have your pictures all over my walls. I watch you dress at night. When you think you're alone... he, he... you're not! WHY CAN'T YOU JUST LOVE ME BACK, DAMN IT! I LOVE YOU, BILL! Please be my video game man. Come on, Bill... You have to admit I could happen. Give me a chance, please — or else!
P.S. Don't get attached to any other woman: I'm watching you.

Your PC compatible baby,
address withheld

BILL: COOL! But there are just a few things I need to point out. First, I don't dress at night. I actually do kind of the opposite. The only female I'm attached to right now is my guitar. Her name rhymes with 'tchit'. So I'm available! See ya!



SHE SEES THE LIGHT!

This is a response to all of those female gamers who think that videogames are sexist. When was the last time you saw a man that looked like Kyrin (my sexy Swedish hunk) or MONDO from *Battle Arena Toshinden*, or Jago from *Killer Instinct*? Ken from *Street Fighter* even looks sexy. So what if games show women with big breasts, they also show men with huge muscles. OPEN UP YOUR EYES! GIRLS! Check out those beautiful men in the games.

Leslie Caroleo,
McKees Rocks, PA

CHRIS: OK, everyone listen up! This letter shows us two things! One, people of both sexes enjoy looking at fantastic specimens of the opposite sex. Secondly, we got a whole lot of lonely, slightly twisted folks out there who'd rather check out a videogame character than a real person!! Could this mean the end of civilization as we know it?

Rungo Iron poses
for the ladies!

HE'S CHAPPED!

Do you wanna know what really chaps my ass? It's the way American game companies seem hell-bent on denying gamers in this country quality titles that only the Japanese gamers can obtain. Let's see now, it all started back in the NES days when Howard Phillips (Gee, what's he up to nowadays?) was the mac-daddy of NES games. Konami denied us *Gradius 2*. Nintendo

held back the original *Super Mario Bros. 2* (thank goodness for *All-Stars*!) The list could go on and on. When 16-bit came along, it happened yet again. Where is *Mega Man*, *Troll*, *Ninja Golden* and *Monster World IV* for the Genesis? Or how about *Dragon Quest V*, *Dragon Ball Z*, and *Final Fantasy V* for the Super NES? IT SUCKS! I can't stand it any more! I'm never going to get these games because some ass munch sitting behind a desk in a leisure suit thinks that we will enjoy some cheap movie conversion game (hell knows there are enough of them) instead of a truly artistic and challenging game (like *Landstalker* or *DKC*) IT'S JUST NOT FAIR! It's time we as a gaming nation stood our ground and demand that justice in the world be served before we see the same thing happen to the SATURN, PLAYSTATION AND ULTRA 64! In the words of a great Fontitri named EARL, "OLY OLY, OXEN FREE!"

Mike Herron,
Toccoa, Ga

THE PAIN... THE PAIN...

Help ME! I just made what I think is the biggest mistake of my teenage life. I bought a Virtual Boy instead of a PlayStation. Most of the time I think I made the right choice, but later I think of *Rave Racer*, *Tekken*, *F-Zero*, *Toshinden*, *Cyber Cycles*, and probably *Ridge Racer 2*, *Rayman*, *Gex*, and *Jumping Flash!* What can I do to feel better?

Cristian Grageda,
address unknown

CHRIS: Uhh... man, that's a tough one. The word from Nintendo is that the VB games are going to be a lot better next year, but still, you kind of blew it, dude. Try anaesthesia.



JEFF: Gee, and I thought I was jaded... In some ways you're right, it kinda sucks we can't get some titles — I'd like a *Super NES* *Dragon Quest* (aka *Dragon Warrior*) as much as the next guy — but the fact is that games cost a hell of a lot of money to release in a country this size, so the financial end of things makes a lot of these decisions. The worst part is that cheap-o movie *lic-ns* sell pretty well, so who's to tell 'em they're wrong? Besides, *Dragon Ball Z* sucks. Why would you want to play that anyway?

IT AIN'T SHAKESPEARE...

BILL: We found this letter written on a coconut, but we've found letters written on stranger things around here...

I'd like to address this letter to everyone who complains about the lack of female videogame heroines. As the newest initiate of this exclusive sorority, I feel more than qualified to explain the situation.

Destroying enemies who are out to ruin my day can get uglier than a two-month-old banana. I constantly have vine burns on my tail and my knuckles are almost always scraped to the bone.

But I've wanted to be in a videogame ever since I saw Samus Aran kick some Mother Brain booty. I now know the thrill and excitement of making the world a better place to groom each other in. But it's been hard on my private life... Both Diddy and I sweat like pigs here in the deep jungle.

I hope to have my own game soon; a game that will show girls everywhere the joys of swinging by your tail and kicking butt (or is that swinging by your butt and kicking tail? Oh, well.) That's it for now; I'm late for my grooming. Thanks for letting me get this monkey off my back (No, I don't mean Diddy).

Dixie Kong



reader art



A free game! When winners don't write down their game system, *Bill Donahue's* game library gets bigger!

winner

Edwin Pineda,
Long Beach, CA



They all wanted to be the star of the Public Service Ad!

Nathan Green,
Altamonte Springs, FL

Videogame fame is one thing, but diamonds are forever. ☺



Gami Parr,
Colorado Springs, CO

There was no doubt about it; the cow had worms bad!



Kyle Hart,
Rapid City, SD



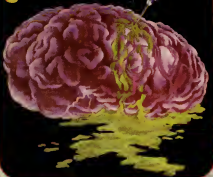
His mouthwash just wasn't making it; neither were his friends!

Mark Rivera,
Prestonburg, KY

He had to wear the cape; Chris Slate was blackmailing him! Damn! ☹



Game Ideas!



story of my life

My game is called *Beer*. The object is simple. Walk through Milwaukee and stop at every bar and sample every beer. If you like it, you can stay as long as you want to. If you don't like it, you take out a shotgun and blow the barkeeper away. The bosses are giant beers that chase you while you're hallucinating. The big boss is the president of Budweiser, who you blame for making Bud Ice Dry. Power-ups would be beers (what better power-up is there?). Bill, if the beer isn't in the envelope, those damn postal workers must've gotten it.

A.J. Weston,
Mishawaka, IN

BILL: You mean, this is a game? Wow, A.J., I thought you were telling my life story! And there wasn't any beer in the envelope, either, DAMN IT!

one-hand clapping

My game is called *David*. You have to help this moron, David, to become normal. You are Joe and you have to find the Crystal of One Wish. But you go on other adventures, like fighting the Egghead Clan who guard the Crystal. If you win, David is normal. If you lose, David is a moron forever.

Nick Denova,
Paterson, NJ

BILL: Be honest, Nick, or should I say 'David'? You've lost this game before, haven't you? Just clap once for 'Yes', OK?

PASS THE HEMLOCK

I am from Greece. Why the hell a Saturn game here costs 110\$ and in the States only 60-70\$? And something else... Sega only brought here 5-6 games. All the other are Japanese or American, so you'll have to buy the special transformer cartridge. I've noticed that you make fun of your mail. Don't try this on me, you hear... Don't try it. I'm asking for it, am I not?

Mike Spiros,
Leutraki, Greece

BILL: OK, I am making fun of you now. Ha, ha, Greek boy, you only wear sandals... Is that hemlock OK for you? Are you being insulted yet? The Olympics are not winning for you, I bet... You trade your entire goats for only one game, I am thinking... You surely are badly hurting now!

heads up!

My game is *Lump*. Our hero, Lump, is deaf, blind, mute, has no arms or legs, is a leper, has elephantiasis, bladder problems, and a sinus infection (talk about a bad day!). You live in a run-down shack near a very busy road in Ethiopia. You drag yourself, by your enormous head, to a road where, hopefully, it will all end. But you must be very careful of dogs, little kids with sharp sticks and Good Samaritans, who drag you back to the beginning! This game is really fun and educational.

Richard Murray,
Pennsauken, NJ

BILL: Let me guess, Richard. You're either related to Sally Struthers or you're a President of the United States, right? Watch out for a 'Bad Taste' Award next year, Richard! You've earned it.

winner

he's mighty thor...

If you like to smash things, then this is your game. It's called *Thor Smash Good*. The object is to smash things — anything! You smash people, rocks, gems and even yourself! HA! HA! People will go smash crazy and elect me ruler of the world! Sure, I'm a half-dead arm, but... Oops, never mind that last part.

Mike 'Not a half-dead arm' Bento,
Riverside, CA

BILL: Mike make good game. Bill like game. Bill smash everything, too. Bill not half-dead arm, though. Bill half-dead liver... damn all that beer!

HEY, YOU GUYS! Remember to always include the game system you own with your *Game Ideas* or *Reader Art*! If I don't know what system you have, I can't send you a prize! So write down that game system!

HEY! You, Too, Can Win A MYSTERY PRIZE!

Just send in your Game Ideas to the address printed on the last Network page. Make sure that you include what type of video game system you own. This month's Mystery Prize goes to Mike Bento, of Riverside, CA, but only because we fear the brain transplant won't take. Write in today!!!

MY TRUE FRIEND

I am writing to say how ***-ing great I think Bill is. He's certainly the funniest, nicest, craziest member of the *GP* staff, and I've written a poem to express how much Bill kicks ass! Amen...

Bill, mighty Bill,
moves in for the kill,
with a Bill/Bison mask on his head.
Bill, 'Lil Bill
moogoo dances until
he must rally his Lizards of the Undead.
Bill, Psycho Bill
gets quite a thrill
at the thought of wacking my cat.
But Bill, Crazy Bill
will remain still
my favorite. Pooky Honk Bill!

Amanda Hooker,
Nunda, NY

BILL: Gee, Amanda, what can I say except... *Honk! Blat! Tweet! Wakka-wakka!!!* By the way, try not to play with your new cat so much. The last one cooked up kinda tough and stringy.

PICKY, PICKY!

Street Fighter III-0. That's a perfect name for the third installment of this series. Capcom, I implore you... don't alter the style of fighting that has made this series my all-time favorite. These are the qualities that must remain in the game:

1. The excellent control of fighters, as in all of the previous installments.
 2. Four to six star speed.
 3. RYU! Hmmm... a quality?
 4. The variety of moves which has made RYU my favorite fighter.
 5. Similar button combinations.
 6. And last but not least, the sounds that the fighters make when they perform their special moves.
 7. Oh yeah, great music would be nice as well.
- All of this, along with a variety of new Features, Fights, and moves could make this a perfect game.

Kevin M. Glass,
Saginaw, MI

CHRIS: Capcom is still mum about *SFW(OT)*, but I don't think you'll be disappointed — they know they've got an awful lot riding on this one.

ASK MR. WIZARD...

I have a few questions regarding the Sega Saturn.

1. Will *Hyper Solid Toshinden* be an exact conversion of the PlayStation?
 2. Will Namco develop *Ridge Racer*, *Tekken* and *Tekken 2* for the Saturn too?
 3. Will *Jumping Flash!* come to the Saturn?
 4. Will *Doom* come for the Saturn and the PlayStation?
- Forever gaming,

Joshua Grimes,
Atlanta, GA

CHRIS:

1. No. Right now a new character and intro sequence has been added, but since Sega has taken it back into development for the US release, we can expect even more changes.
2. Probably not — Namco currently has no official plans to do so.
3. Don't hold your breath.
4. The PlayStation version is out now (and an excellent version, by the way), but no word yet on a Saturn *Doom*.

THE REST OF... WHO?

You guys really suck! I am offended by the sexist jokes you make, and the lack of judgement when it comes to the editor's responses in the reader's letter section!

In the December issue, you responded to Audra Harvey's Anti-Sexist video game letter by saying "Maybe the chick could make herself useful by getting the guys a drink or something." A joke? Pretty chauvinist for a joke, unless you have sick and senseless humor.

In the September issue, "Psycho Bear" and "MAD WOMAN" wrote in, complaining that seeing Chun-Li naked in the shower was, in their words, sick. Obviously they don't know that nudity isn't 'Fowl & Dirty' in Japan (see below). However, Chris responded, "Hey, Chun-Li was young and she needed the money." Hm...mm.

As if you guys didn't screw up enough with that, in the December issue, the "Master of Anime" wrote in, stating that you have to expect nudity as you watch anime. This is true, because nudity is a common thing in Japanese culture. However, that son of a ***** Chris responded, "Years later, it was just him and Chun-Li's breasts on Saturday night..." Hm...mm.

This states two things:
1.) Japanese culture translates into Pornography when it comes to you guys.
2.) Women are just sex objects that you guys can't just write anything about, whether they are in videogames or anime.

Also, I looked at the issues from January '94 and October '94, and they look great, perfect. Blah! Blah, possibly best in the magazine universe. I take a look at the September-December '95 issues, and they are just ridiculous. The Cleansing? Insanity. Photo Contests? Sanity-Be-Damned letter, editorial, and intro sections? Ummmm, yeah. Can you guys try to come back down to Earth like the rest of us?

Of course, you guys are probably going to crumple this letter up, and throw it in the can. "We have plenty GSP worshipers out there. This guy's opinion doesn't count. Majority wins. Blah blah blah." That's what you guys are probably going to think and do. Unless, of course, you've got GUTS like the rest of us, just take these opinions into thought for the January issue, Okay?

P.S. I dare you to print this and not say ANYTHING insulting or stupid.

Michael Pines,
West Vancouver, B.C.

BILL: Normally, Jason, I would take great delight in ripping you a new one, but let's examine your letter seriously, shall we? Is this some you exactly are "the rest of us"? Is this some new species we haven't heard of yet? I guess that Blah, blah stuff you keep repeating throughout your letter must be the "rest of us" new language. You certainly use it enough. Half of our letters come from women, Jason, and it seems that they, unlike you, can recognize a joke. I've written to Psycho Bear, and she certainly doesn't act like we insulted her. Finally, if you're (another magazine's) subscriber, what are you doing reading GAME PLAYERS? What's the matter? Not enough reviews, strategies, codes, tips, and finally, HUMOR, in the 'other mag'? Go back to your 'rest of us' boring old mag, Jason. This mag is for people who live for fun and games, not for the 'rest of us'.

NO, NOT EVERYONE...

I'm a proud owner of a 32X that I bought in February. I heard that Sega is going to stop making games for the 32X. Is it true? If yes, why? Is Sega just going to rip-off everybody who bought a 32X?

Marlong Bagaimon,
Honolulu, HI

CHRIS: I'm afraid that it does look like Sega will be distancing itself from 32X next year (everyone else already has), but I wouldn't really accuse Sega of trying to "rip you off." Sega knows that if it's going to be competitive in the new market, they're going to have to put all their resources into one system and one system only — Saturn.

WHAT, MORE QUESTIONS?

I have a couple of questions I hope you guys can answer. Well, here they are:

1. I have heard that *Ultimate MK3* maybe coming to the PS via a memory card. Is this true?
2. If this is true, could Sony fix Shag Tsung's little problem? Namely, the two-second lag after morphing.
3. I've heard a rumor that says Japanese PlayStation games can be played on the American version without a converter. Is this true?
4. Are any RPGs for the PlayStation coming to America? Well, that's all of them. Thanks for listening and keep making such an excellent Mag.

Angel M. Ortiz,
address unknown

CHRIS:

1. That's the rumor.
2. Not unless they can figure out a way to add more RAM.
3. Nope.
4. Yeah, Arc the Lad and King's Field should be the first ones, with more on the way soon.

HE'S SO MAD!

I'm really pissed off. People have been telling me and I recently saw in a magazine that *Final Fantasy 7* was out on Ultra 64 in Japan. Well, what the hell about us in America? When are we going to see FFVII and FFVII? I want to know and I'm sure every other RPG fan would like to know, since FF is the most popular RPG in recent years.

Final Fantasy Fanatic,
address unknown

JEFF: Sorry guy, but FF VII is definitely NOT out anywhere yet, for any system. It's been announced for U64, but our best sources say it probably won't even be ready by the time the system hits in Japan in April. As for when we might see it, or any other Square title, things are very up in the air. Rumor has it that Square of America is having some financial woes lately — although RPGs are selling better than ever, the market is still relatively small, and more important, at 24-32 bits, a typical Square title is expensive to produce, so their profits are slim. Although they're kicking around what to bring over next, and the possibility of releasing on other, CD-ROM-based systems (which would be cheaper), officially they're keeping pretty mum. This is one we're definitely going to stay on top of.

THE OMEN

I must warn you of a great disturbance in the GAME PLAYERS' FORCE. It's that demon Roger! The first time I saw him, I felt something strange about him, and now I know what it is — he's The Devil. He wants Chris's supreme god-like Power! Beware, Chris! He'll suck your energy out with a dixie straw, and drink it with an Arby's roast beef sandwich! But don't worry, I'll send my Purple Monkeys to destroy him! Ha, ha, ha! I have to go now, Sophia is getting angry. Thank you for listening, and beware of Roger.

Kyle "your..." friend Taylor,
address unknown

ROGER: Umm, I just happen to carry a supply of dixie straws in my back pocket, and, yes, there are those strange marks behind my ear that happen to look like three sixes. But really, I'm quite a nice fellow. In fact, I just invited Chris over as some... Oops! I mean, 'for' some dinner tonight. Ha! Ha! Ha!



OBSESSION

I just have to say that *Phantasy Star IV* and *Final Fantasy III* are the best games in the known universe! I've won *Phantasy Star IV* four times, and I've come close on *Phantasy Star III*. My cousin and best friend have *Final Fantasy I, II and III* and my 16 year-old cousin (who is mostly outgrowing his Super NES) might give it to me, so I can have *FFIII*. I need to ask if *Phantasy Star* comes on Genesis. I've heard rumors that it is on the Sega Master System, which I've never heard of. I'm very ticked off that it's the only one I'm missing. Tell me about P.S.I. I'm very obsessed. I need to know!

Jackie Steuber,
address unknown

JEFF: Well, be prepared to stay ticked off. PS I, probably the best of the PS series, was one of a handful of titles worth buying for the Master System. Sega's 8-bit game machine that was meant to compete with the original NES over six years ago. The Master System never really took off, so Sega regrouped and came back with the 16-bit Genesis. The rest, as they say, is history. *Phantasy Star I* was, however, re-released as a limited edition Genesis cartridge in Japan, but not here.

BE A GOOD SPORT

I am writing this letter concerning EA SPORTS. Why are they sucking up money with the same games year after year? Come on! The only difference between NHL '95 and NHL '96 is that it's a little harder and it's in a different box. So what if they brought back the fighting? They should have left it there in the first place! How long are they going to do this? I'll just be happy with my copy of NHL '92 for a while.

Tommy Larivière,
Quebec, Canada

MIKE: The reason for updates is simple. Sports fans, (like myself), want the current players and their current stats. I don't want to read the 1992 Minnesota Northstars to the Stanley Cup in 1996. I want a chance to lead the Colorado Avalanche. Besides that, NHL '96 added plenty, like *Split-o-ramas*, the fighting, and the ability to step on a dime. Sure, EA wants to make all the money they can (and who can blame 'em), and as long as sports fans are willing to pay for the updated stats, they'll keep making the updates.

STILL MORE QUESTIONS!

- I just have a couple questions to ask you guys...
1. Which is better, Sega Saturn or a Sony PlayStation?
 2. Will *Killer Instinct* be better on the Ultra 64 than in the arcades?
 3. Is *Toshinden* really going to come out on the Saturn in February?
 4. Since *Ultra Vortex* was made by Beyond Games, will it come out on any other systems beside Jaguar?
 5. Is it true that Sony is making a 64-bit system that will be released next year?
 6. Will *Fight For Life* be on a Jaguar cartridge or on a Jaguar CD?
 7. Will 3DO be making any polygon fighting games like *Virtua Fighter* or *Toshinden*?
- And finally... **GAME PLAYERS** rules!!

John Paul,
Philadelphia, PA

CHRIS:

1. Both are great. Really!
2. Absolutely! The Ultra will be getting *Killer Instinct 2*.
3. It will come out for the Saturn, but probably not by February.
4. I doubt it.
5. I seriously doubt it, although it's no big secret that Sony, Sega, and Nintendo are always working on the "next big step," even if it's years away.
6. I don't think they've decided for sure.
7. None have been announced yet, but the M2 upgrade will probably have some ready by it's launch late next year.

LOVE IS STRANGE

I am responding to Elizabeth Wanland's letter in *GAME PLAYERS* issue 78. She thought Chris' goatee made him good looking? Excuse me, while I hock a loogie in her general direction. However, I must agree with her on Mike. His long hair, his dark eyes, his... never mind. Oh yeah! I almost forgot: there is one man there (one lovely hunk of man) that doesn't get his due credit — PATRICK!! For some strange, bizarre, off-the-wall reason, I find him most attractive. Why? Don't ask why, dammit. Love needs no reason. I gotta go. You can go on about your sixty lives now. P.S. Tell Miss Wanland (want land?) that I'm shipping my pit bull to her house to join the Hounds of Hell.

Lindsay Dugan,
St. Louis, MO

PATRICK: Hey, I'm too sexy for this column! I'm too sexy for this mag! I'm too sexy for...

BILL: You're not too sexy for this BOX!!! GET IN THERE!!!

PATRICK: I'm sorry, I've got to go!



CONNECTIONS

21 year old FF3 fan. Looking to exchange tips and strategies with anyone.

Patricia Holtzman
532 S. Michigan
South Bend, IN 46601

I'm 15 and I own a Super NES, Gameboy and Sega. I'm looking for a female fan 14-15 years old to talk to.

Jeff Chernak
8777 Old Highway 160
Jordan, MN 55352

I'm 11 and I have a Super NES. I'd like to hear from players who like RPG's.

Robby Titus
35073 Bayview
Westland, MI

I'm 9 and would like a penpal to trade Sega tips with.

Drew Desouza

12469 Mountain Trail Ct.
Moorpark, CA 93021

I'm 13 and would like a boy or girl to be my penpal and trade tips, and secrets for Super NES games.

Trung Nguyen
10242 Stanford Ave. #15
Garden Grove, CA 92640

I am a 15 year old boy who is looking for somebody 15 and up who enjoys RPG's and Star Wars. I have a PC, Genesis and Gameboy.

Michael Mendoza
120 Elger Pl.
Bronx, NY 10475

I'm 16 and want a penpal. Write to me before I transform again.

Erik Vilands
Rt. 1 Box 101
Westfield, WI 53964-9725

I'm 13 years old and I enjoy music, basketball, and video games.

Nick Jordan
114 E. Elm St.
P.O. #122
Carson City, NV 89811

I'm 18 years old, live in the foothills with my Grandma, love techno music, and own a Super NES.

Matt Jackson
17090 Murphy Rd.
Sonoma, CA 95370

I'm a 12 year old male. I'd like a female around my age to write to. I own a Super NES, a NES and a Gameboy system.

Andrew Simcox
207 Downey Ln.
Danville, VA 24540

I'm looking for somebody who would like to trade tips for SNES, NES and Gameboy. I prefer a boy 10-12 years old.

Ryan Olson
12385 Birch Ct.
Yucaipa, CA 92399

I'm 14 and I would like to write to a female who is into any kind of RPG, PC or Super NES game.

James Nance
903 Fenn
Rosharon, TX 77883

I'm 11 and own all Nintendo systems. I'd prefer a girl penpal age 11-15 but anyone's cool with me.

Lawrence Koyak
322 20th St. N.
Lethbridge, Alb.
T1H 3M9 Canada

15 year old prankster would like a 14-16 year old girl to share tips for the Super NES or just talk.

The Joker
4123 Warren Rd.
Flowery Branch, GA 30542

I'm 12 and have a Genesis and a NES. I would like a penpal to share tips and codes with.

Oscar Taylor
3814 Bowie Ave.
Odessa, TX 79762

GET OFF YOUR @SS!

Write to *Game Players* at the following addresses:

For game ideas, write to:

Game Ideas
Game Players 1350 Old Bayshore Highway,
Suite 210, Burlingame, CA 94010

To get into the Connections section, write to:

Connections
Game Players 1350 Old Bayshore Highway,
Suite 210, Burlingame, CA 94010

For general Network letters, write to:

Readers' Network
Game Players 1350 Old Bayshore Highway,
Suite 210, Burlingame, CA 94010

Or check out our web site at:
<http://www.gameplayers.com>



THIS MAN'S DYING WORDS WERE "PROTECT ME".

He died while clutching his neck to utter those words, utterly too late. At peace now in his postmortem state, he was a beaten, emaciated man trying to leave the town of Silverload. No one seems to know exactly what befell him, and not much was learned from the delirious rambling that came from his painfully parched lips. He spoke of vampires and vultures feasting on his legs, and something about cannibalistic children. Of course, we don't have a clue as to what he was talking about...

Come visit us soon; we'll be waiting for you. *The folks at Silverload.*



PlayStation

NTSC-U/C

Silverload™

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INFO TRAK

What can we say about the news? Hmm, let's see... Uh, it's stuff that just happened recently. Yeah, that's good... And when it's about video games, it gets our readers excited! Cool. What else... Got it! When you read the news in **GAME PLAYERS**, you know you're getting the very best news available!!!

Mario's 64-Bit Pipe Dream?

The Ultra 64 still isn't out. It isn't out. It isn't out. Let's get angry...

Well, the industry finally got its first look at the Ultra 64 at the recent Shoshinkai trade show in Japan, but no one still knows quite what to make of Nintendo's supposed 'dream machine'. While Nintendo-loyal fans remain wide-eyed and optimistic, Nintendo skeptics have had a field day putting a negative spin on seemingly everything that comes out of Nintendo's mouth.

There is a lot about the U64 that's questionable, but in all fairness to Nintendo, most of their bad press seems to be based on rumor. For instance, many blasted Nintendo for announcing a near-simultaneous Japanese and US launch next April, after a December '95 Japanese release had been long rumored. But is this necessarily Nintendo's fault? They never said the Ultra would launch in Japan any earlier...

Internet newsgroups are filled with this kind of stuff, along with constant arguments over hardware specs. Most of the time someone's just confused or misinformed. Another big source of negative Ultra vibes comes from the fact that everyone just

When Mario lands on the Ultra 64 in April, he'll be carrying a lot of weight on his shoulders...



bought a new 32-bit system, and they'd like to believe that it's the best so they won't have to upgrade again to the U64. No matter what the reason, it looks like Nintendo's going to have a hard sell next April, no matter how good the Ultra is.

Ultra 64: Yea or Nay?

Is Nintendo's 64-bit system all it's cracked up to be? Opinions vary...

Only a small handful of games at launch:

Yea: Quality, not quantity.

Nay: Who wants a system with only three or so games?

Only two (playable) games shown at the Shoshinkai Show:

Yea: Those games looked great — Mario really shows off the system's 3D Power!

Nay: Two games? They'll never make the April release date.

It uses cartridges instead of CDs:

Yea: No more access time!

Nay: How can today's top games fit onto a cartridge? And the games will be WAY too expensive.

Originally scheduled for the '95 holiday season, the U64 is pushed back to April '96:

Yea: The extra time will ensure good, quality games instead of rushed ones.

Nay: More Nintendo vaporware. There's no way they can hope to catch up to the competition now.

The Ultra 64 Disc Drive:

Yea: The best of both worlds — fast access time and lots of storage space. Plus you can save to disc!

Nay: You mean I'll have to shell out another hundred to two-hundred dollars not even a year later?

The Ultra 64 Controller:

Yea: Interesting... the analog stick really does give you full 3D movement!

Nay: How am I gonna hold that crazy thing?

The initial U64 line-up is mostly Nintendo sequels:

Yea: Great — I loved those games on 8- and 16-bit, and a 64-bit version will rock!

Nay: Great — more of the same. Why should I buy a new system for remakes of games I already have?

So there you have it. No matter what the topic, the debate over Ultra 64 rolls on. I guess it won't be settled until we've all got that 'revolutionary' controller in our own hands.

Shark!

InterAct Releases the first 32-bit game enhancer

Now available from InterAct is the Game Shark for Saturn, the first game enhancer for a 32-bit system. Retailing for \$59.99, with a PlayStation version available soon, the Shark is a cart that plugs into the memory slot in the top of the Saturn, and works a lot like a Game Genie, allowing the user to put in codes that let you play with infinite lives and so on, and also works like a normal memory cart so you can save games. It comes pre-programmed with codes for a dozen or so Saturn games, including *Panzer Dragoon* and the original version of *Virtua Fighter*, and additional codes are available by subscribing to *Dangerous Waters*, the Game Shark newsletter, and through access to the *Dangerous Waters* web site. *Dangerous Waters* costs \$12 a year, and a membership to the web site is available for an additional \$17 a year. Or you can just dial up the company's 900 number. Hey, it works.

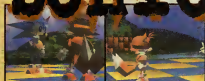
ENHANCER

GAME SHARK



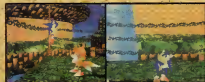
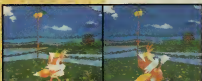
Duuh-duh... duuh-duh...
the Game Shark makes you invincible!

Sonic Fights Back



It's the classic 'teacher vs. pupil' match-up. To the winner goes the gold rings.

Tails struttin' his stuff in full 3D polygon glory. Do that crazy thing you do, buddy!



The actual combat takes place in a fenced-in ring in the Green Hill Zone. I'm looking at these pictures and laughing my ass off, but I still can't wait to play it!

Sega's poster-boy storms back in AM2's hot new arcade brawler

You knew it had to happen, right? I mean, forget the logistics of the whole deal — Sonic is Sega's main man, and fighting games are the main moneymakers. Hence, a *Sonic* fighting game. Hey, I know it sounds ridiculous, but it looks like it could be pretty fun.

Not much is known about the actual game play just yet, but Yu Suzuki, head of Sega's famed AM2 coin-op development team, has been hinting at the game in the Japanese press. The early screen shots look promising, but the polygon characters still aren't on par with a *Virtua Fighter 2* or *Fighting Vipers*. The game play seems very much inspired by those other Sega fighting games, with VF2-esque animations and a *Fighting Vipers*-style fence around the ring. Along



with the brawlin' blue hedgehog, expect other characters from past *Sonic* titles to make their fighting-game debut, such as Knuckles, Dr. Robotnik, Metal Sonic, Amy, and a new character or two (possibly from the *Knuckles Chaotix* game for the 32X).

No word yet on the Japanese release date, or even if this game is planned for the U.S. at all (which would seem unlikely, considering how questionable a 'cutesy' fighting game might do in the blood-hungry U.S. crowd). Still, it will most likely become a Saturn title at some point, and could be the *Sonic* game that Sega's hinting at for a Christmas '96 release. Stay tuned to **GAME PLAYERS** for further developments.

And for Sega's Next Trick...

Saturn came on strong this past holiday season, but can they keep up the pace? Sure, Sega had a great Christmas line-up with games like *Sega Rally*, *Virtua Fighter 2*, and *Virtua Cop*, but what about the new year, right? Not to worry — Sega's still got a few tricks left up its corporate sleeve — namely AM2's arcade ports and some hot sequels to the first round of Saturn originals. That's right, there's an awesome second wave of games heading your way in '96.

Although the dates may not be set in stone, Sega's mighty AM2 development team is hard at work on bringing home the latest arcade hits. As it stands right now, the month of May will bring us the ultra-fast *Indy 500*, in July we get *Fighting Vipers*, and in August we get the amazing-looking motorcycle racer *Marx TT*. Other semi-confirmed arcade titles include *Cyber Troopers* and *Virtua Cop 2*.

Sega is also planning some heavy-hitting Saturn sequels for later in the year, including *Panzer Dragon 2* and *Clockwork Knight 2*. By Christmas '96 Santa should have the first Saturn *Sonic* title ready, along with *Virtua Fighter 3* (Joy!), if these games end up looking as good as Sega's latest stuff, Saturn owners should be in store for some really great gaming — let's just hope that the third-party software steps-up as well.

Indy 500: AM2 polygon racing perfection. Man, is it fast!



NEXT!

pondering what to look for on your Saturn this year? Take your pick...

Cyber Troopers: Way cool two-player action. Hope the split-screen works okay.



Fighting Vipers: Kind of silly, but great fun nonetheless. And that 'french maid' character...

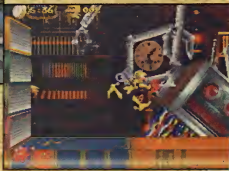


Marx TT: Could this be Sega's new 'Hang On' for the 90s? Looks great.

Clockwork Knight 2: The first one was a bit of a sleeper, but CK2 looks a lot better, and a lot tougher, too.

Sonic: This is a picture from the forthcoming *Sonic* arcade fighting game. Could this be the Saturn version as well?

Panzer Dragon 2: Could it be that *Panzer 2* is even better-looking than the first? Wow...



GAME GOSSIP...

Here's the part of the mag where we tell you all of the lowdown, dirty stuff we know you love to hear. So drag your butt over to the fence, scrape all that packed-in dirt out of your ears, and get ready for all of the rumors and innuendo we could get our hands on!

Ultra 64

While Nintendo still maintains that April is the official month for the Ultra 64, inside sources at the Big 'N' won't rule out a slip to March, either. This would seem to make more sense, due to the fact that none of the developers appear to be ready, and the official word from Nintendo did say 'late' April, anyway. Hmm... 'Mario March'? • Virgin's *Stacker* is set to be one of the very first games to hit when the machine makes its spring debut, probably under a new name. The game features rendered robots that 'stack' puzzle-like *Tetris* pieces.



Is Sony Red E?

Despite the enormous success of the PlayStation, there are still a few unhappy people in Sony-Land, namely several third-party developers. Many companies claim that Sony places unbelievable requests on them, often times without warning. Currently, would-be developers are required to jump through 'programming hoops' and 'exclusive windows' to gain a third-party license. One developer recently told **GAME PLAYERS** that they had to grant Sony a one-year exclusive to their upcoming product or they wouldn't be allowed to make PlayStation games at all. Sony also seems to have developed at schizophrenic approach to approving titles. For instance, they've told Namco not to bring over the *Arcade Classics: Volume One* disc from Japan, included on the disc are videogame legends like *Pac-Man*, *Dig-Dug* and lots of others. Sony's excuse? Apparently there's an unwritten rule at Sony that states all games must have endings — which *Pac-Man* and the others don't! — and Namco Japan refuses to change the game's original content. Sony's also talking about scrapping Capcom's *Buster Bros. Collection* because it's 'just a 2-D game'. Hmm... could Sony's unpredictable mood swings have anything to do with Nintendo's recent dedication to launching the Ultra 64 with only true 3-D games? All this comes after Sony just recently changed its position on releasing PlayStation RPGs after being pressured by developers and the public, starting with *King's Field* and *Arc The Lad*. Oh well, maybe Sony just needs a little time to settle in...

Bits and Bytes

One UK developer claims 'Sega development kits just keep getting cooler and cooler'. He goes on to say that the fastest Saturn kit offers some 'interesting tricks' that will continue to enable the Saturn to run rings around the competition. It's rumored Sega is currently offering development kits at half price, along with extra incentives to new third parties under special signing agreements. • Expect *Virtua Fighter 2* to be loaded with cool tricks, maybe even a 'Big Head' mode... • *Panzer Dragon 2* should be out on Saturn in May, and is rumored to feature multiple paths for the player to choose in each level. Also, while Sega's version of *Toshinden* has been pushed back to mid-'96, Sega fans can take heart in the news that *Bug Too* is also on the way. • Hey! I know you're wondering — what is Mandigo Entertainment up to? The software company who produced *RapBall* for the Super NES is currently working on *Babe's Kids 2*. (Would somebody please mail these guys a clue?) • In addition to a few other choice titles Namco has in development for Saturn, *Cyberseed* is also in the works. Don't expect the title too soon, though — currently Namco U.S. is experiencing programming problems. Seems Shiny's David Perry (that *Earthworm Jim* guy) hired away the company's lead 32-bit programmer. • Initial reports on the *Fighting*

Vipers Saturn translation are very positive from the game's programmers. Expect a U.S. release in July or August... • Crystal Dynamics is due to announce a celebrity endorsement for its sports line, more soon... • M2 development kits are now in the hands of a few lucky developers. Some claim they have experienced problems with the kits, others claim they're already doing 'amazing things' with their boxes. **GAME PLAYERS** however, has an inside track on the M2 development kit and happen to know of the 15 kits that went out, only 4 worked when they arrived at their destinations. • Where are EA's 32-bit games? Well, the same team that's due to work on the PlayStation NHL title is still busy cranking out Madden, which is already way late. Don't expect these first titles to be a true measure of EA's 32-bit prowess — in the rush to get these first games finished, the company made a number of sacrifices such as using sprite-based characters instead of polygon ones. The company does, however, promise that the gameplay will be classic EA stuff. I still can't wait... • On a parting note, the 'Coolest Christmas Card Award' would have to go to Boss Game Studios, who sent out a wonderfully funny greeting that read, 'We were going to get you something really nice this Christmas, but we spent all our money on SGs...'

32X No More

Sega will apparently scrap 32X after repeated attempts to launch the platform. After taking a 'wait and see' attitude this past holiday season, Sega will most likely cancel its plans for the long-delayed 32X+Genesis 'Neptune' hybrid as interest in the 32X has sunk to an all-time low. It just can't compete against the more powerful Saturn and the runaway success of Sony's PlayStation. Now rumor has it that 32X developers, even ones working on products for Sega, have been instructed to either scrap their titles or upgrade them onto Saturn. Included in this list are the 32X *X-Men* and *Batman* titles, which, ironically enough, were looking really good in the very early versions we saw at the recent Sega Gamer's Day. Sega will apparently drop the price of remaining 32X hardware units to around 50 bucks and 20 bucks for games to clear out the inventory. Despite the 32X's disappointing history, this could end up becoming Sega's best move in years, paving the way for a clear and focused Saturn campaign.



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HIT LISTS...

Send in the title of your favorite game to the **GAME PLAYERS** website! The results will be added in with our mailed-in entries and the results shown here. You might even get lucky, just like **Chris Bonet**, of **Harrison, NY!** His Mystery Prize is on the way! Send in your top five favorite games. You could see your name here next month!!!

OUR READER'S TOP TEN

Based on our reader mail!



Donkey Kong Country
Super NES
Nintendo



Killer Instinct
Super NES
Nintendo



Yoshi's Island
Super NES
Nintendo



Battle Arena Toshinden
PlayStation
Sony CE



Earthworm Jim
Genesis
Playmates

Chrono Trigger
Super NES
Square Soft



Final Fantasy III
Super NES
Square Soft



Mortal Kombat 3
Arcade
Midway



WipEout
PlayStation
Sony Interactive



Killer Instinct
Arcade
Nintendo



OUR OWN DELUXE TOP TEN!

Based on what we play when we should be working!

GAME	SYSTEM	PUBLISHER
1 Super Mario 64	Ultra 64	Nintendo
2 Virtua Fighter 2	Saturn	Sega
3 Fighting Vipers	Arcade	Sega
4 Super Bomberman 2	Super NES	Hudson Soft
5 Indy 500	Arcade	Sega
6 Virtua Cop	Saturn	Sega
7 Ridge Racer Revolution	PlayStation	Namco
8 WipEout	PlayStation	Sony Interactive
9 NFL Gameday	PlayStation	Sony Interactive
10 NHL Face Off	PlayStation	Sony Interactive

TOP TEN FROM THE U.K.

GAME	SYSTEM	PUBLISHER
1 Virtua Fighter Remix	Saturn	Sega
2 WipEout	PlayStation	Sony Interactive
3 Battle Arena Toshinden	PlayStation	Sony CE
4 Daytona USA	Saturn	Sega
5 Ridge Racer	PlayStation	Namco
6 FIFA Soccer '99	Mega Drive	Electronic Arts
7 Myst	Saturn	Sega
8 Donkey Kong Land	Game Boy	Nintendo
9 PGA Golf Tour 3	Mega Drive	Electronic Arts
10 Brian Lara Cricket	Mega Drive	Code Masters

TOP TEN FROM JAPAN

GAME	SYSTEM	PUBLISHER
1 Romancing Saga 3	S. Famicom	Squaresoft
2 Dragon Ball Z	Saturn	Bandai
3 Beyond The Beyond	PlayStation	Camelot
4 Puyo Puyo 2	Saturn	Taito
5 VF Image Disk (Pai)	Saturn	Sega
6 VF Image Disk (Akira)	Saturn	Sega
7 King Of The Spirits	Saturn	Allus
8 Siyainingu Uzudamu	S. Famicom	Squaresoft
9 In The Hunt	PlayStation	Xing Entertainment
10 Forever With You	PlayStation	Konami

WRITE IN AND WIN A GAME!

We need your help! Send us your top five games, along with the game system it's for, and the publisher, on a postcard. All that info will be on the game box. Every month, one person will win a game in a random drawing, so include the game sys-

tem you own! Send your postcard to: Write Yer Own Darn List, Game Players, 1350 Old Bayshore Highway, Suite 210, Burlingame, CA, 94010. We'll do all the math and publish your compiled list every month! So get on it and write yer own darn list!

WEB STUFF...

Welcome to the wild and wooly world of the Internet! Here's where we clue you in to the most outrageous, interesting and far out web sites in the digital universe. So, what are you waiting for? Let's go surfing...



GAME PLAYERS Update

Yee-haw and hello. First off, thanks to everyone for making the **GP** web site a smashing success. It's generated literally hundreds of thousands of hits in its first couple of months of existence, and response has been overwhelmingly positive. But, never content to just sit around and let things lie, we've actually put in several IMPROVEMENTS.

If you check the site now (<http://www.gameplayers.com/gp>), you can find not only one of the largest FAQ archives on the web, our huge review archive, and each editor's own twisted personal page, but also:



- 1 **QUICKTIME MOVIES FOR DOWNLOAD!** That's right, little snippets of game footage from upcoming Ultra 64 games, including Mario 64!
- 2 The new and improved **CODE ARCHIVE!** Now, not only can you find every code you ever wanted, but leave your own codes and add to this vast repository of knowledge!
- 3 **READER REVIEWS!** That's right, what do YOU think? Never one to let our opinions serve as the voice of God, we need to hear your views too.
- 4 The **GP DISCUSSION GROUPS!** Come and see what our readers have to say, then jump in and add your own two cents — it's easy, and FREE (One note of caution: please try to limit yourselves to discussions of games or the magazine. Don't fill the place with junk!)
- 5 The **GP CHAT ROOM!** Well, maybe. Currently undergoing beta testing, the CHAT ROOM should be up and running by the time you read this or shortly after. TALK TO AN EDITOR (assuming they've got time, of course — deadlines are hell!)

Dedicated to simply being the best, the **GAME PLAYERS** Web Site is undergoing constant revision and improvement. CHECK IT REGULARLY!
<http://www.gameplayers.com/gp>

VF2 Webslinging

You'd expect that a game as deep as *Virtua Fighter 2* would have plenty of great sites devoted to it, and sure enough, you wouldn't be wrong. Dedicated VF2 fanatics have constructed some of the most comprehensive sites on the web, and like many other fanatic pages, most of them link to each other — find one and you can get to 'em all.

The grand mac-daddy of 'em all though is The Home of Virtua Fighter (<http://www.digweb.com/webm/vfhome>), maintained by Lars Sorensen. Practically any information you could ask for is here, including complete (some would say exhaustive) play guides for each character, FAQs, the latest info on VF3 (if, graphics, and links to a lot of other areas. Frankly, you don't need any other sites.

However, there are a couple of quirky sites to see, both dedicated to exactly one character each. First is the *Virtua Fighter 2* Jacky Page (http://coos.dartmouth.edu/~seungpil/jacky/jacky_home.html), featuring a complete breakdown of everything you can possibly get Jacky to do, and going on for pages about why Jacky is the best character you could choose.

Going even farther down the road to obsessive insanity is The *Virtua Fighter* Sarah Guide

(<http://www.contrib.andrew.cmu.edu/usr/sy2b/sarah.html>), maintained by S. Hyun Yim (what is it about the Byants anyway?)

While the site has the usual move lists, it also contains a lot of graphics, including some original (very tasteful, and thoroughly amateurish) pencil and ink drawings by the author. It's worth checking out, if only to see how far someone's obsession can take them.

Happy Surfing.



The Home of Virtua Fighter at <http://www.digweb.com/webm/vfhome> is the single most comprehensive VF site on the web.

*** The Home of Virtua Fighter ***
The Home of Virtua Fighter (For Netscape 2.0 users)

The Sarah guide, <http://www.contrib.andrew.cmu.edu/usr/sy2b/sarah.html>

— how far would you go for one woman, especially since she's NOT REAL...



The Jacky page at http://coos.dartmouth.edu/~seungpil/jacky/jacky_home.html — one man, one vision.





"High Speed graphics, realistic wipe outs and changing weather conditions give this game a realistic feel. You can almost feel the power of your Kawasaki ZZR11 as you rev that engine... (Kawasaki) is the good time roll!"

—*Amusement M. Rosenblatt, October, 1995*



ment

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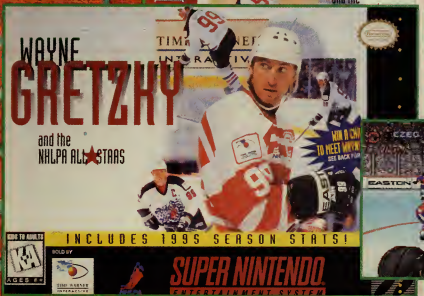


"One of the best pinball sims ever. The ball movement is so cool, you'll think you're actually there."

—*Ultimate Gamer, November, 1995*

"Take to the ice with the Great One—you won't be disappointed... Time Warner did an excellent job making Gretzky and the NHLPA All-Stars look good and play well. Point Blank, the game is a solid hockey title."

—*Sports Illustrated, Fall, 1995*



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IN RELATED NEWS...

Now that we're into the new year and the thrill of all your Christmas gifts is starting to wear off, you'll probably be looking for something on which to spend your money. Well, here you go! Here's lots of great stuff to help you blow that Christmas wad. And remember, if Santa asks you where you got all the great stuff — tell him to get his own damn subscription to *GAME PLAYERS*!

CD ROM that goes to 11



Getting bored with your PC CD ROM? Thinking maybe that your computer could use a little boost? If you answered yes, then perhaps you should try out some of A & M's newest CD PLUS titles from Soundgarden and Monster Magnet. If you're not familiar with CD PLUS, what you can expect is all the great music of the album with lots of state-of-the-art graphics to go along with the hard-rocking soundtracks. In the end, CD PLUS gives your favorite music CDs a whole new life. If you're not already familiar with Soundgarden and Monster Magnet, then we suggest that you get with the program.

Two of today's hottest alternative rock acts, Monster Magnet and Soundgarden, make the leap to CD PLUS. Alice in Chains' Jar of Flies is now also available on CD PLUS.

The Amazing ReBoot

Winner of this year's Gemini Award for Best Animated Program, *ReBoot* is a computer-generated wonder created in Vancouver, Canada by Alliance Communications Corporation. Recently securing its second season on ABC, *ReBoot* has been turning heads and making people take an extremely close look at the art of computer-generated animation. So what do you do with a hit animated series once the television and merchandising is in order? You make a videogame, of course. From industry giants Electronic Arts, *ReBoot* will appear on PlayStation, Saturn and PC CD ROM. If the game turns out to be anywhere near as good as the animated series, then we're all in for a treat!

The look of *ReBoot* is futuristic and superslick, as it tells the story of a digital boy named Bob living his life within a mainframe computer.



Attention All Virtua Fighter Fanatics!



Sega's *Virtua Fighter 2*, arguably the best home console game of all time, has been a phenomenon in Japan since its release, but for American fanatics it's not been that easy to follow the movement. Sure, you can go to just about any decent arcade and play the greatness that is *VF2*, but what if you wanted a Sega Saturn Picture Disc with rendered images of all the characters? Sound like a strange request? It doesn't in Japan, where they can't keep them on the shelves. These discs, which include several beautifully rendered images of all your favorite characters and runs on your Sega Saturn, are still only available in Japan. If you simply can't wait for them to make it to the US, we suggest you try mail ordering these babies. The last thing you'll want to consider, however, is that you'll need a universal adapter to run them on your American Saturn. We realize this is a lot of trouble for a picture disc, but we did say it was for *VF* fanatics only and they are really nicely done. Did we mention that Sarah's in a bikini?

The *Virtua Fighter* picture disc and the Universal Adapter are both available through Japanese import companies, such as the New York-based Game Experience, (516) 351-8871.

U2 Pavarotti?

What do you get when you combine U2 with Brian Eno and opera superstar Pavarotti? Well, you get The Passengers, a band which for all intensive purposes is U2, but with a desire to do movie soundtracks. OK, here's the skinny - The Passengers' Original Soundtracks 1 is a super mellow album with definite background music qualities, but there is a definite U2 influence on all the tracks, if you should happen to like that sort of thing.



The Passengers: Original Soundtracks 1 CD is perfect background music for videogaming at its finest.



Next time you're surfing the web, or playing a little PC CD ROM action, or for that matter, hyping a really long letter on your computer, you'll be glad to have the always-stylish MouseMitts!

Mouse Mitts?

Now, in the 'they'll try anything' category, comes MouseMitts, a line of computer wrist supporters that, according to MouseMitt International, come in way-cool colors. OK, the truth is that you'll probably feel a little goofy wearing MouseMitts, but I bet, in the end, you'll be glad to have them.

PREVIEWS

Super Mario 64

The best-known Italian plumber in the world enters the 3D age in Shigeru Miyamoto's first "true" Mario game since *Super Mario World* was the eye-opening showcase for the brand-new Super NES—years ago. From all accounts, when *Super Mario 64* hits the US sometime later this year, it's going to do for the Ultra 64 exactly what *Super Mario World* did for the 16-bit Super NES—show off every feature the system has to offer.

Unfortunately, as we reported last month, there's still no official word on exactly when we can expect the game to arrive. While the Japanese release date has been firmly pegged as April 21, the US date has only been announced as "late April." How much later than the 21st can you get? Nintendo keeps hedging on a US street date, citing a lack of completed titles. Regardless, from where we sit it seems like *Mario 64* is going to be worth any wait they can put us through.

In Amazing 3D!

Even at the 50% complete stage you see here, the graphics are totally jaw-dropping. No 3D world has ever been more completely realized, and the Ultra 64's anti-aliasing and mip-mapping features are in full force (anti-aliasing is a method of blending pixels with the ones next to them to avoid jagged, blocky lines, while mip-mapping substitutes more detailed texture maps as objects get closer so you never see the blocky patterns on surfaces common to a game like *Doom*). Colors are bright and smooth, and there's no draw-in to speak of—the environment is rock-solid.

Mario Unleashed

It's a shame you can't tell from these still pictures, but the attention to detail is every bit as incredible as you might expect from the Mario series. Every game Shigeru Miyamoto has ever done boasts some of the best character animation possible, and just because it's in 3D, *Mario 64* is no exception. Even watching Mario run around is a treat for the eyes, not to mention how he looks when he jumps around, swims, dangles from the edges of cliffs, or his hilarious set of animations if you just leave him standing around too long.

The Old and the New

Even with all the new technological tricks, this latest Mario game is set squarely in the traditional Mario mold, with all the bits you've come to expect: ghosts, firewumps, Gallet Bills, Venus Fly Catchers, Koopas, mushrooms, plus the expected ice stages, underground stages and, of course, lots and lots of pipes—only now, thanks to the 3D environment, you get to follow Mario as he slides down those pipes.



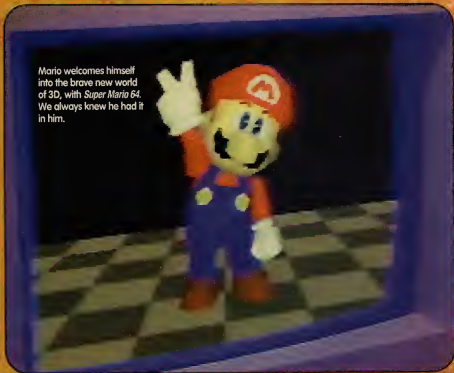
I Got Around

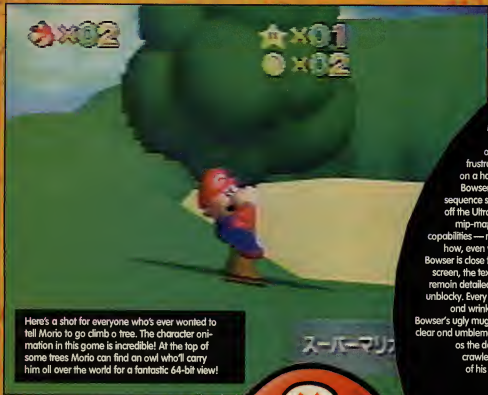
The "revolutionary" U64 controller makes all this barely held-together pandemonium a breeze to get through. One of the challenges in any 3D game is exactly how do you watch the action? Fixed camera angles can leave you with gaps where you can't see things clearly, and viewpoints that follow characters

can get confusing. The designers have settled on a free floating camera that follows Mario but never stays rigidly fixed to him. It's difficult to describe, but a lot of thought has gone into making sure that Mario's kept in focus, while keeping the action clear and the perspective consistent with the way the controls are supposed to go. This prevents getting the view stuck in a reverse angle, so you never have to push left to run to the right.



Mario welcomes himself into the brave new world of 3D, with *Super Mario 64*. We always knew he had it in him.





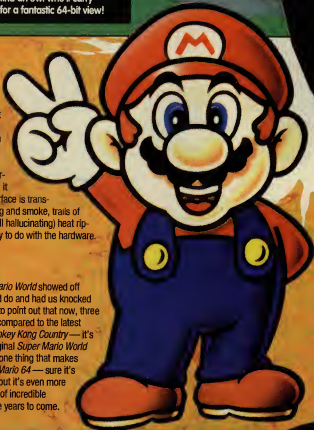
Here's a shot for everyone who's ever wanted to tell Mario to go climb a tree. The character animation in this game is incredible! At the top of some trees Mario can find an owl who'll carry him all over the world for a fantastic 64-bit view!

Fire and Ice

One of the things you notice right away about *Mario 64*, in fact about almost every U64 title, are the eye-popping special effects. When Bowser breathes fire, it's a glowing, see-through plasma, not a pixelated, bit-mappy overlay. As Mario dives into water, it ripples under him, and the surface is transparent as crystal. Clouds of fog and smoke, trails of bubbles, even (unless we're all hallucinating) heat ripples are apparently pretty easy to do with the hardware. Very, very cool.

Into the Future

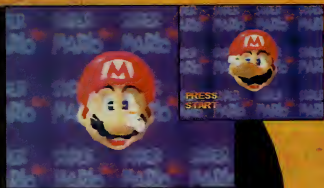
While the 16-bit *Super Mario World* showed off what the machine could do and had us knocked out three years ago, it's good to point out that now, three years later, it looks pretty old compared to the latest wave of 16-bit games like *Donkey Kong Country*—it's interesting to note that the original *Super Mario World* was only 4 Mbit! Which is the one thing that makes us all the more excited about *Mario 64*—sure it's great, maybe one of the best, but it's even more daunting to think of what kind of incredible games are sure to follow in the years to come. Play on, Nintendo.



Mario takes out his frustrations on a hapless Bowser. This sequence shows off the Ultra 64's mip-mapping capabilities—notice how, even when Bowser is close to the screen, the textures remain detailed and unblocky. Every scale and wrinkle on Bowser's ugly mug is as clear and unblemished as the day he crawled out of his shell.



This latest Mario contains a lot of your favorite stuff from previous games in the series—oil with a new twist! Thanks to his new 3D persona, Mario has a dozen different ways to get by this Venus Fly Catcher, the best of which is tip-toeing by while the monster sleeps.



Mario shows us a quick sparkle to demonstrate the light-sourcing abilities of the Ultra 64. You can also grab his nose with the hand icon (controlled by the analog stick) and goof around with his face.



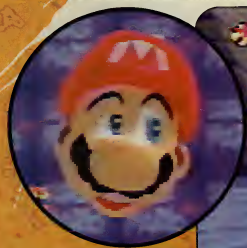
The lost city of Atlantis? Mario scours the ocean floor for whatever treasures he can find. Think there are any coins down here?



Mario has Navy SEAL delusions. While swimming underwater is nothing new in videogames, you've never seen it done quite like this. Check out the air as it bubbles from Mario's nose!



Collapsing bridges are nothing new, either, but you'll have to do a little more than just hold left to get by this one! Tight control like this is tough to master with the analog stick.



Is he half-in or half-out? Notice how wonderfully crystal clear the water is. Transparent objects, like water, are no trouble for the 64.



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Running by an evil Frump is all in a day's work for our plumber friend. It looks like he's run out of room to run, but Mario always seems to survive.

WATTA CHARACTER!



It may have been more than three years since they took Mario for a spin, but the game's designers haven't lost sight of what makes this one of the most classic series ever created. The different worlds and areas of *Super Mario 64* are as rich and varied as any game in the series.



In fact, it's WAY more detailed and involved than ever before, thanks to that extra third dimension. In the old days, Mario could never have run around a wall and then climbed up it. Ahhh, technology...



Mario creator Shigeru Miyamoto is known for his attention to detail, and *Mario 64* is no exception. No matter what he does or where he goes, Mario simply can't stand still. Whether facing down an enemy or dangling off a cliff, his 3D antics are sure to amuse and amaze everyone.

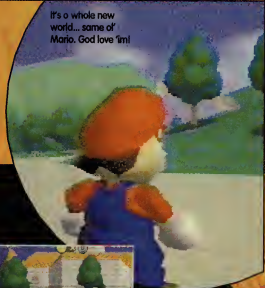


Standing at the crossroads, Mario prepares to enter his latest adventure! When he jumps through the painting, he enters a new world with a hyper-cool 'quivering' effect—you just gotta see it.



Notice the silky-smooth scaling and rotation as the camera moves around the action...

A NEW PERSPECTIVE!



It's a whole new world... same ol' Mario. God love 'im!



For everyone who wanted to know what Mario looked like from behind, Super Mario 64 gives you the opportunity. What a well-rounded character! Uh, that really didn't sound right, did it?



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EGM - February '96



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In case you haven't guessed, Bowser and the Koopas are back — mean as a bag of rattlers and twice as ugly!

MARIO KOMBAT!

Thanks to the many special effects built in to the Ultra 64, Mario's enemies have so many new and cool ways to attack. Sure, it makes life a bit more complicated for certain round-headed Italian plumbers, but just check how amazing it looks. When Bowser

breathes fire, there's not a hint of 'faggies,' just a smooth billowy plasma. Of course, that's easy for us to say, we're not the ones getting fried!



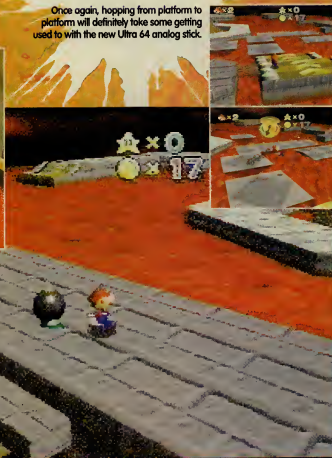
BRAVE NEW WORLD

While a lot of traditional Mario stuff has been kept in, rest assured there's plenty of new and bizarre thrills to be had as well. *Super Mario 64* reminds us less of its side-scrolling ancestors and more of a giant funhouse you can run through. Super-smooth and ultra-stick, there's plenty here for old fans and new converts alike. Here we see the traditional castle level with that added 64-bit touch....



What would a Mario game be without a fire stage? Y'know, if I kept running into lava everywhere I went, I think I'd just learn to stay home.

Once again, hopping from platform to platform will definitely take some getting used to with the new Ultra 64 analog stick.



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THE
MYSTERY UNFOLDS
JANUARY '96



Look out Mario, it's a pit! Um... wait a 'sec—there's a bonus level down there! Go for it, Big M!



IT'S A CRAZY BONUS LEVEL!

In Super Mario 64, Mario's got more than just pipes to jump into. Now he can duck down a hole to whip along at breakneck speeds along a wild, winding slide—grabbing up gold coins all along the way, of course. It can be tricky to keep Mario on course as he zips around the corners, and if you fall off the track, the bonus round is over.

At first glance there doesn't appear to be any of the notorious polygon "pop-in" that hounds most other 3D games (although it's tough to compare since the slide fades into darkness just in front of you), and the whole thing cooks along at a pretty fast speed, making the whole thing look effortless. The coolest thing about the bonus level? You can hop on your belly and slide down face-first!



DIVE MARIO, DIVE!

More so than any other 64-bit trick, the crowds that gathered around the Ultra 64 at the Shoshinkai show were all bowled-over by the incredibly realistic and beautiful way the machine does water effects. When you see Mario take a dip in a beautiful sky-blue lake for the first time, you can't help but be impressed by the Ultra 64's graphics power.



When Mario swims underwater, you're quickly overwhelmed at how immense and immersive the 3D world really is. These scenes are a playground for super-cool U64 effects, like how the mountains and trees above seem blurred when you look up at them through the waves.

Super Mario RPG

Nintendo for Super NES

Trying to pile as many 3D Mario experiences into one year as they can, Nintendo is pushing this out on to Super NES. Once again, Bowser has taken Princess Toadstool captive (ever wonder exactly what a giant spiny turtle NEEDS with a princess, or why he keeps trying again and again? That always kinda gets glossed over, y'know?), and it's up to the little round mustachioed one to get her back.

Designed by the RPG gods at Square, the Mario RPG has the



spunky plumber going off on an RPG-style quest, but keeps many of the game play elements of the more traditional side-scrolling Mario games and puts them in a 3/4-view world. Like in most RPGs, Mario wanders from place to place, searching for clues and going on mini-quests to find needed items or other characters to fight with him, but as with *Landstalker* for Genesis, there's also a lot of running, jumping, and action.

The entire game uses rendered images and artwork to bring Mario into the 3D age. There's every chance you're going to see this game before you get to see the Ultra 64 Mario, which would make it Mario's first game in over three years. Is it worth the wait? Hmmm, could be...

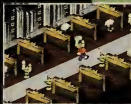


Princess Toadstool is once again in the evil clutches of Bowser. You'd think after being abducted so many times, she wouldn't even go outside anymore.



Bowser isn't fooling around this time either. He's got a whole army ready and waiting to keep her from being rescued.

And when a princess has been run off with, there's only one person to call—Mario! Well, actually, there's a lot of guys who have made a career out of going after princesses, but don't tell him that...



The game uses rendered graphics and a 3/4-view perspective to bring its RPG world to life. Designed by the RPG masters at Square, it's as pretty as you could ask for.



Unlike most RPGs however, the game mixes action in with the adventure. What would a Mario game be without pipes and buttons to jump on?

Combat, however, appears to be handled via traditional RPG combat screens, although with a definite Mario spin—when you select 'attack' from the menu, the little guy jumps on the enemy's head!





There are other typical Mario attacks as well, like throwing fireballs, and spells that call in mechanical koopas.

In the Mario universe, you can make plants grow to carry you to new areas and, of course, you have to dodge cannon fire as well.



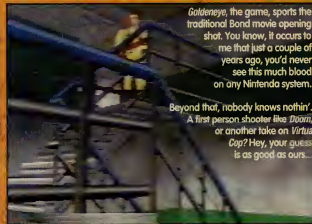
There's new elements as well, of course. No idea who this weird bow and arrow guy is — oh, and a rendered gorilla who shall remain nameless makes an appearance as well.



And Yoshi! Can't leave out Yoshi.

Can Mario save the Princess? What do you think?

When all else fails, just drop a giant snowman on your foes.



Goldeneye, the game, sports the traditional Bond movie opening shot. You know, it occurs to me that just a couple of years ago, you'd never see this much blood on any Nintendo system.

Beyond that, nobody knows nothin'. A first person shooter like *Doom*, or another take on *Virtua Cop*? Hey, your guess is as good as ours...

Goldeneye

Nintendo/Rare for Ultra 64



Shaken, not stirred. Based on the latest James Bond movie.

Goldeneye is obviously a first-person shooter,

but that's where the information ends. It's not clear from the tape, and naturally no one we asked is talking (the Ultra 64 cone of silence clamps down again), so it's almost impossible to tell whether this is a track-based shooter using polygon characters like *Virtua Cop*, or a free-roaming shooter like *Doom* (or, more accurately, *LucasArts' Dark Forces*, since you can look up and down) that just happens to use polygon characters. Either way, it definitely doesn't use a light gun, so it's more likely a *Doom* clone, but whatever it is, it looks pretty fast and action-packed to us.

Super Mario Kart R

Nintendo for Ultra 64



About time. One of the biggest drains on **GAME PLAYERS** resources (because we just COULDN'T STOP PLAYING!) from a few years back finally makes a return. This update makes full use of the U64's capabilities, so the courses aren't all flat like they were back in the days of 16-bit Mode 7. Now the tracks have hills, dips, and banked curves. Best of all, since the U64 has four controller ports built-in, a lot more folks can jump in and play at once. I can smell the deadlines burning — let's just hope that April is a really slow month around here.

The update doesn't restrict

you to flat tire tracks — how about racing over hills, on dirt, in a dense fog?



Two players can go head to head, and apparently have the option of either a horizontal or vertical split screen. Nice touch.



But looks here! That's right, there are FOUR different people

racing at once (and, I might add, trying to blast each other with those heart-seeking red koopa shells). Yee-hai!

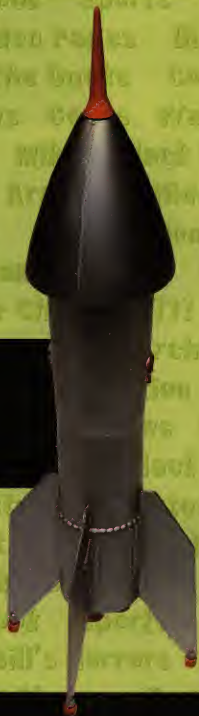
The go-kart gladiators are back in revved-up 64-bit glory. The original was a sleeper hit if ever there was one. It deserved to be.



Their site.

Our site.

<http://www.gameplayers.com>



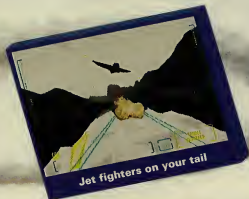
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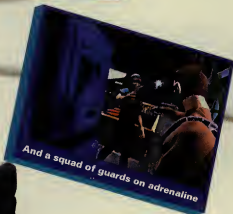
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If my commanding officer was a fat slob like this guy, I think I'd quit the army real quick.



Scramble Cobra

Panasonic for 3DO

Taking on *Thunderstrike 2* in the assault chopper sim category, *Scramble Cobra* pits you against the forces of the evil Empire R (that's right, just "R"). Our first impression is that it's kind of slow and squarely in the "been there/done that" category, but there's surprisingly little draw-in, and some halfway decent explosions. Stay tuned for more info.

Aaaaand ACTION! Well, as much action as the game can manage. It's not exactly fast and furious, or at least it doesn't seem that way yet.



Star Wars: Shadow of the Empire

Nintendo for Ultra 64

We're most interested in, it's kind of important to realize that: *Shadow of the Empire* is a very, very big project for LucasArts that goes beyond just this one game. The project also includes a novel and a comic book series published through Dark Horse.

The initial crop of screen shots released for *SOE* show snowspeeders attacking Imperial AT-ATs on Hoth, but that's just the tip of the iceberg (no pun intended). The game itself revolves around the relationship between the Empire and the galaxy-wide criminal underworld, and takes place roughly in the space between the second and third *Star Wars* films. If the rumors are correct, the game should revolve more around the galactic bounty

hunter Boba Fett and outlaw king Jabba the Hutt, as well as introduce a new, even more threatening enemy while the player pilots his way around the galaxy. Or, maybe it won't — as with all things USA, everyone's keeping mum. We're just gonna have to wait and see.

This series of shots show a rebel snowspeeder attacking an Imperial AT-AT "Walker" tank. Again, note the lack of "poggles" on the AT-AT's texture mapping. Looks good!



The early game footage we were supplied with appeared to have a slow frame rate and some problems with collision detection (note how the speeder disappears into the walker). However, at barely 20% complete, there's plenty of room for improvement.

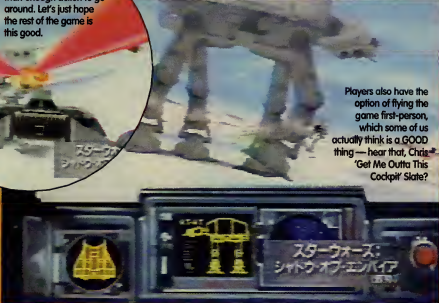


Looks like there's more than enough action to go around. Let's just hope the rest of the game is this good.



The smoothness of the textures is shown off even better by a close call with one of the speeders.

Players also have the option of flying the game first-person, which some of us actually think is a GOOD thing — hear that, Chris? "Get Me Outta This Cockpit" Slate?



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Interplay
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Blastdozer

Nintendo/Rare for Ultra 64

Say WHAT? Coming from way out of left field, this may well turn out to be more fun than half the other U64 titles combined. There's not much subtlety here. Near as we can tell, the game is pure, gratuitous, mindless destruction — straight up, no chaser.

Piloting a number of different wrecking machines, from the hyped-up bulldozer of the title to more specialized equipment (a giant mechanical scorpion?), the apparent goal is to plow into as much of the surrounding real estate as you can and raze it to the ground. The more houses and buildings you can destroy, the more money you get to buy better equipment and destroy even more stuff. It's a totally silly concept, but it looks like a complete blast. Maybe the U64 is worth buying after all... (that is a joke, OK?)

That's right, **BLASTDOZER!** See? Here's the title screen — we're NOT making this up!



Sure, destruction of public property is a crime, but man, is it fun or what? Note the Money Meter in the upper right corner.

It may look like your standard bulldozer, but it don't ACT like one. When was the last time you saw a John Deere take a flying leap like this?

A wrecker scorpion? Hey, why not? They're just polygons...



Ka-RUNCH! All you have to do is run over all the available buildings and grind them into splinters — gee, I sure hope the owners weren't home.

Later, you can spend your (ahem) hard-earned money and buy even MORE destructive equipment, like this "Crusher" brand wrecking 'mech. Be the first on your block to own one — before you level the block that is.



Creator

Nintendo for Ultra 64

Here ya go, ripping through urban landscapes and down the Pacific Coast Highway, bashing anyone who gets in your way. Does it look like a good time — and does it look as good as the 3DO original?



Player 1



Road Rash

Electronic Arts for PlayStation

Yee-ha. One of the classic 'must-have' titles for 3DO (remember, the FIRST 32-bit system), arrives for PlayStation (the latest 32-bit system). It looks like a pretty straight-up conversion, keeping the same tracks and speed, and all the digitized video and twisted graphics. There's some argument around the **GAME PLAYERS** office as to whether this looks better or worse than the 3DO version, but since at press time we haven't seen a final version yet, we're all reserving judgement. The Road Rash series has always been fast and fun, and it doesn't look like it's going to stop now. Watch for it.

Dinosaurs and other prehistoric creatures at the dawn of time are featured in this U64 title. Yet another U64 title whose release is so far off that details are sketchy, but the rendered-on-the-fly dinosaurs still had everyone at



One thing you can say about the *Creator* demo is that it shows off the U64's mip-mapping feature better than anything else — no matter how close you get, the critter still looks pretty smooth.

Shoshinikal 'locking' and 'ahing.' Jurassic Park without the park? Gotta go, raptors are at the door.



The PlayStation version keeps all the MTV-style video clips and the same soundtrack, which includes a couple of tracks from Soundgarden and, uh, a couple of other bands — once again, just who the hell is Hammerbox?

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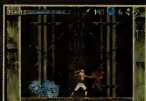
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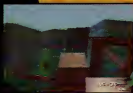
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We covered this one a little in our last issue, and we don't know a whole lot more about it now. The idea seems to be to build the ultimate battle car from the available list of parts and weapons, then test them in combat against either the computer or another player. How the game is structured or exactly what the point of the whole thing is supposed to be are still unknown, but the pictures look cool and the highly detailed cars are certainly impressive. April can't seem to get here fast enough.

Buggie Boogie

Nintendo for Ultra 64

Also, at the risk of sounding like a broken record, the game certainly shows off the incredibly realism the U64 is capable of producing. U64, here we come.



While the game's mechanics are still kind of sketchy, the cars themselves show a level of detail and a gloss that's hard to ignore.



Oooh boy — flying through tunnels with no sense of direction may not sound like fun, but trust me, it's a TOTAL BLAST!

Note the way your lasers light up the surrounding tunnel — keen.

Destroy the core and get me outta here!



Silverload

Vic Tokai for PlayStation

This strange little graphic adventure looks like it's definitely worth checking out. Incredibly atmospheric, it's a supernatural quest set in the American West in 1879. A little slow moving, and the interface isn't exactly intuitive, but the game is creepy in the extreme — oddly reminiscent of the Tex Arcana graphic novels, except the game is in color — and kept this poor writer playing longer than he needed to for a preview write-up.



It seems that some kind of demons or monsters came out of a storm and stole a couple of children. Hope my six-gun works against demons...

Descent

Interplay for PlayStation

One of the most popular and best PC games of the last year comes home for PlayStation. Taking the concept of *Doom* to the next level, *Descent* puts you in a spaceship that FLIES through corridors. Since all the action takes place inside tunnels that have been carved

through big asteroids, there's no gravity — in other words, forget about little things like 'up and 'down,' you're strictly on your own.

This is practically the definition of cool, and even manages a few touches over the original PC version, like colored light-sourcing (your laser beams light the walls as they travel — keen), and new music by Skinny Puppy and Type O Negative. Best of all, the networking option from the PC version has been kept in, so with two PlayStation4s and a link cable, you can battle another player. Do we like it? I think we do...



This ain't Timmy the Tugboat, not by a long shot. *Wave Race 64* is fast and challenging, and the water acts like real water, with ripples and waves, and not a flat surface in sight.

Note the way the boat dips down into the water on a curve.

Believe it or not, the boat in front just hopped over the one in back as it passed, pushing it down into the drink.



...some form of tribal symbols. can't place origin though. Some bad magic is at work here that's for certain.

Silverload is actually the name of the town most of the action takes place in. The way the population is dropping though, I don't know if I really wanna go in there. Spooky!

Deathkeep

SSI for 3D0

A semi-sequel to SSI's *Slayer*, this is another fine mix of

Doom-style action and AD&D-based RPG. You can choose to play as one of three character classes (which mostly boils down to whether you want to kick ass or cast spells), then plunge into the games 25 dungeons and three

towers in your quest to bring down an evil necromancer and return him to the icy prison he escaped from. Actually, this is among the smoothest, glossiest looking games we've seen in a while, filled with great-looking monsters and devious traps. Very cool.



Deathkeep boasts some of the best-looking, and fastest moving, graphics we've seen yet, especially on 3D0.

Braindead 13

Readysoft for PlayStation

Well now, it seems Dr. Nero Neurosis, an evil brain floating in a tank, natch, is bent on world domination, and only Lance, a hapless but hip computer repairman can stop him. This falls right into the 'watch the cartoon, push a button' style of game that Readysoft, the same folks who brought you *Dragon's Lair* and *Space Ace*, are known for. The animation quality is excellent though, and it looks pretty amusing. You could do worse.



And so it's up to Lance, Gen X computer repair guy to stop him. All he has to do is get by Fritz, the Doctor's subhuman henchman. I'd bet on Lance though — he's the only one among 'em with opposable thumbs.



The nefarious Dr. Neurosis is hatching some evil plan — hey, you'd be ticked off too if all you had to do all day was float around in a tank.



Wave Race 64

Nintendo for Ultra 64

When Nintendo's handy, extremely Japanese press kit comes to this game, it says, "Observe the water surface's

beautiful movement. Is this game the water race version of *F-Zero*? Beats me, but I guess that describes it as well as anything. In fact, this speedboat racing title looks way cool. The motion of the water really is modeled extremely well. The demo moved at a blistering pace, and you could do a lot of nifty tricks, like use the wake of another boat as a "ramp" and launch yourself in the air. You have to see it in action to appreciate it, but if you squinted a little, you could almost convince yourself you were watching a real boat race.

Oooh, looks like it's gonna be tight going under that bridge! No problem, just pull in your hydrofoil "wings" and slip right on through.

Pilotwings 64

Nintendo/Paradigm Simulations for Ultra 64

One of the most eagerly anticipated titles for U64 is this follow-up to one of the Super NES's premier games. It's been a long time coming, and while we haven't been able to get our hands on it yet (this was another game that only had a non-playable demo running at Shoshinkai), the little we've seen certainly made us hot to give it a try. The game includes a lot of different flying vehicles, updating the hang glider of the original into a 3D environment and adding a rocket pack, a helicopter, and at least two others. As a showcase for both the U64's reality engine and analog joystick, it looks like smooth, easy sailing—or, uh, gliding.



This series of shots does little justice to the smooth-flying graphics of *Pilotwings 64*. Note the totally un-blocky texture maps on the ground and the walls of the cave.

The four directional buttons on the U64 controller allow you to look in any direction. If it gets any more real than this, I'm gonna need Dramamine...



As well as the hang glider, you also get to pilot a mini-helicopter, a rocket pack and more.

Link, the diminutive hero of many an 8-bit game and exactly one Super Nintendo

adventure, breaks from his two-dimensional past in style.

I don't know who you are buddy, but you're a lot shinier than I am, so you're going down!

Zelda 64

Nintendo for Ultra 64

Wow! Link makes his triumphant break into a polygon universe—not now, of course, but uh, real soon. Well, OK, not REAL soon, but by next Christmas at least. Maybe.

Nintendo has pegged *Zelda 64* to release at the same time as their disc-based "bulky drive," and will most likely be the first game available for that format. Since the bulky drive isn't set to be announced until the next Shoshinkai, to be held in November '96, that means that the game itself is at least that far off. Still, the demos they had at this last show were running on actual (cart-based) U64 hardware, and give a good indication of what you can expect.

While there's no telling what the actual game may look like, the demo was running on actual U64 hardware.

The enemy knight's armor is an impressive effect, as are the sparks that fly as the two warriors clash.



Iron Angel of the Apocalypse-The Return

Synergy for 3DO



The original *Iron Angel* was a better head trip than it was a game, with weird, psychedelic visuals backing up a so-so *Doom* clone—the fact that the dialog wasn't dubbed from Japanese,

but relied on subtitles instead just added to the alien creepiness of it all. The sequel casts off a lot of more bizarre stuff in favor of more straight up action and a more coherent storyline—in fact, it's pretty much locked on to its storyline. It also breaks up the *Doom*-style action with the odd racing and shooter sections. Still pretty strange, though.

Most of the game is still a good (if not great) *Doom* sorta thing, but the sequel breaks up those sections with the odd stage that does something else, like this *Tailgunner*-style spaceship combat sequence.



The 'motoid' warrior returns with a new brain, a more varied style of play, and a less creepy game.

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Score: NBS 523000 Score: 100



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Flying through an unrestricted 3D world is a new experience for Fox McCloud, but don't doubt that he's up to it, even with giant robots waving particle cannons at him.



This game is so early, half the areas don't even have enemies yet, making it seem like Fox is just flying his Airwing to work, or something...

The game also updates the big, boxy bosses of the 16-bit original and gives them a little more polish and depth.

Other choices includes assault gunboats, hover tanks, and—construction equipment? If the game is as open-ended and free-form as it appears, this could be well worth checking out. Stay in touch.



Look out, aliens have landed and they're EATING EVERYONE IN SIGHT!



Here our intrepid hero jumps into a chopper and tries his damndest to kill the critters attacking him. Good luck.

Star Fox 64

Nintendo for Ultra 64

Having been snubbed out of a 16-bit sequel when his Super FX2 chip crashed and burned, heartthrob Fox McCloud proudly gets in line for the same 64-bit upgrade every other Nintendo character seems to be getting this year. Since the original *Star Fox* was also a polygon-based flight game, the difference made through U64 technology isn't as apparent, but it's definitely a big difference.

For one thing, near as we can tell, the track-based flying of the original has been left behind, and Fox now has a full range of motion through his 3D environment. Texture maps on everything and an analog joystick bring this closer to the true flight experience everyone had hoped for with the original. Like LucasArts' *Shadow of the Empire*, the *Star Fox 64* demo also suffered from a pretty miserable frame rate, but again, it's so incomplete that's sure to change. But hey, where's the Slippy?

And, for those of you who aren't afraid of the first-person experience, the game also lets you ride inside the cockpit.



Body Harvest

Nintendo/DMA Design for Ultra 64

Uh oh. It looks like a bunch of aliens are bent on invading Earth and eating any humans they find. Bad news. On the upside though, it means you get a chance to cause all kinds of mass destruction in the name of protecting the planet. Goody!

This title is very, very far off and may even undergo a name change before being released, but the premise is interesting—not the backstory, but the mechanics of the game. The main character (A marine? A soldier? A cook? A cab driver gone nuts? No word yet) spends the game running from place to place, commandeering whatever vehicles he finds that might be able to kick some alien

butt. The demo we've seen includes attack choppers, hover tanks, assault boats, and a couple of others. Could be cool, but it's way too early to tell for sure.



The premise is simple: jump into any vehicle you can find and use it to blast as many aliens as possible.



Ridge Racer Revolution

Namco for PlayStation

For everyone out there who loved *Ridge Racer*, here's more of the same. Offering a new track, a few new cars, a rear-view mirror, and a lot less draw-er, this isn't a do-over of *Ridge Racer* the way *Virtua Fighter Remix* was a do-over of *Virtua Fighter*, but an entirely different game using the same programming engine. It's fast, it's pulse-pounding, and it's still just as easy to fishtail all over the course.



Otherwise, it's just more of the same, even that pesky chopper is back. Safe to say that if you're a *Ridge Racer* fan, you should be drooling.

The major difference you notice between this and the original game is the rear-view mirror plastered squarely at the top of the screen.



UNBELIEVABLE!

THUMB BREAKS FOUR WORLD RECORDS



Celebration spills over into streets after Thumb topples fourth world record in two days.

By COURT CRANDALL
ATARI STAFF WRITER



Thumb: "I'm no hero. I'm the same extremely I was two days ago."

► **The living room-** At exactly 8:37 p.m. ET, the blue guy crossed the finish line nearly two minutes ahead of the red guy in Val d'Iserre Skiing and Snowboarding* to topple the fourth world record in two days. It started Friday night with a record-breaking 140 points in NBA Jam* Tournament Edition, followed only hours later by a new speed record in Super Burnout*. "There is no 'I' in 'HAND,'" Thumb said. "Every finger played a role." By 1:34 p.m. Saturday, Thumb added a 14-stadium reign in Supercross 3D.* The rest, as they say, is history.

► **The deal-** Moments after the fourth record was shattered, sports attorney Bob Pritchard said his client and the sports world were still far apart in terms of contract negotiations. Pritchard cited the discrepancy between his client's salary and

those of other much less valuable body parts like the big toe, guaranteed \$5.6 million per year, and the right eyebrow, which earns a cool \$6.2 million plus incentives.

► **The injury-** "If we were talking about a pinky, it would be just another hangnail," Dr. Arnold Markovitz said. "But when you're talking Thumb, you're talking potential career-ending injury."

► **The system-** After the tickettape welcome home parade, Thumb dedicated his record-breaking performance to the Atari Jaguar system, and encouraged thumbs everywhere to hitchhike to their local video game stores and pick one up for the holidays.



"I'm proud to have left a thumbprint on this system," Thumb says. "I'll be ready to take on more hockey, racing, basketball and soccer games soon."

How The Records Fell

In a mere 48 hours, Thumb propels himself from body part obscurity into sports mythology.



NBA JAM* TOURNAMENT EDITION Thumb shoots 76% from field as fingers look on in awe. Says, "It takes big calluses to beat these guys."



SUPER BURNOUT* Riding one of six custom bikes, Thumb sets world speed record. At 143 mph, he's the fastest digit on the planet.



VAL D'ISERRE SKIING AND SNOWBOARDING* Thumb narrowly avoids freak accident with snowmobile to break Giant Slalom record.



SUPERCROSS 3D* Overcoming serious cramp, Thumb catches air as he sweeps all 14 Supercross titles.

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Japanese PREVIEWNS

Godzilla: King of Monsters

Sega for Saturn

You're gonna love this. Based on the most recent cycle of giant monster movies, this game is nothing less than a full-blown Godzilla simulator/strategy game! Featuring Godzilla, Mechagodzilla, Space Godzilla, Mogera, Rodan, Mothra, and several thousand tons of military hardware, it looks like a blast.

Godzilla fans, untie! Get off yer butts and start bugging Sega to bring this one over here.

Here he is, the one and only, doing what he does best—ruining the value of real estate in the greater Tokyo area.



Boasting plenty of digitized video from the latest batch of Japanese movies, Godzilla is a giant monster fan's dream.



Supermechagodzilla faces off against SpaceGodzilla!



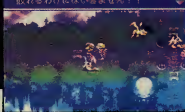
Lotus RPGs this month, huh? Anyway, this is another of Square's big, beautiful RPGs for Super Famicom that you probably won't ever see on this side of the ocean. Why? I dunno.

Fighting off evil curses and dragons is all in a day's work for our hardy band of adventurers, although, oddly enough, the game is set in the far FUTURE. This is the direct sequel to *Front Mission*, which is another Square game that hasn't made it here, at least not yet, and from where we sit, *Bahamut Lagoon* could well be the most gorgeous Square title to date—I mean, LOOK at this stuff!

Bahamut Lagoon

SquareSoft for Super Famicom

ゲーム ロス帝国との最終決戦に
駆けるわけにはいきません！



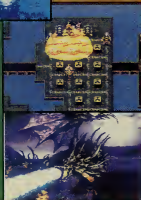
And they do prattle on—sometimes I really wish I could read Japanese without keeping a kanji dictionary in one hand. Then I could get a shot at playing this.

Although everyone's wearing armor, this is actually set in the future—witness the nuclear meltdown. Ooops!

As you might gather from the title, there's a dragon or two to be found in the game, and some of the prettiest graphics we've ever seen on Super Famicom.



A weird mixture of science fiction and fantasy, *Bahamut Lagoon* lets you fight robots with magic. Kinda strange, huh?



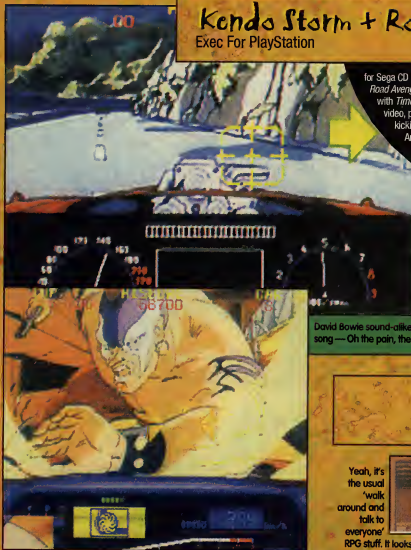
The Gaga

The latest in the wildly mushrooming little sub-game of FMV-based mystery graphic adventures, *The Psychotron* follows squarely in the tradition of *Aku Gyaku no Kiseki* (very, VERY loosely, 'The Season of Evil Treasures') for 3DO and J.B. Herold's *Chicago Blues* for PlayStation. Oddly enough, not a single one of these have ever made it over this way (the closest we've ever gotten is *Psychic Detective* from Electronic Arts), which is kinda disappointing, since it seems like the best use of FMV we can think of.

The Psychotron follows a slightly more high-tech, espionage-style story (with, if we're getting this right, a supernatural edge), but it has all the hallmarks—get to the scene of the crime, question witnesses, scour the city for clues and get to the bottom of it all. Maybe one of these days someone can get it into their head to import one of these. Until then, just look at the pictures.

Kendo Storm + Road Blaster

Exec For PlayStation



for Sega CD released here by Renovation, known in *Road Avenger*, respectively (part of a trio along with *Time Gal*). You know, the sort of 'watch the video, push a button' sort of game that's been kicking around since *Dragon's Lair*?

Anyway, now you can get them both in one package. Gee, how ain't you glad you live right here in the good old U.S. of A?

Here's *Road Blaster*, AKA *Road Avenger*, which was notable for having a dead-finger

David Bowie sound-alike warble the theme song—Oh the pain, the pain...



And here's *Kendo Storm*, formerly known as *Cobra Mission* when it was released here for Sega CD two years ago.

Ys V

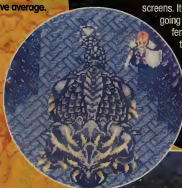
Falcom for Super Famicom

Yeah, it's the usual 'walk around and talk to everyone' RPG stuff. It looks good though, and the Ys series has always been above average.



Super NES and the Mega CD (in Japan, anyway). Very little word yet on storyline, but it's clear this falls squarely in the Ys tradition of RPGs using action instead of battle screens. It also seems like this one is going to have more than its share of female characters—we're going to follow it closely.

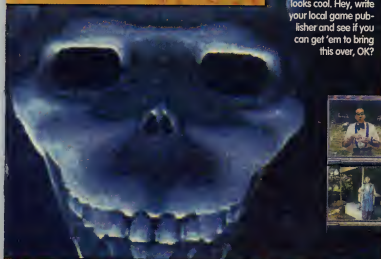
Ooooo—a big scary monster. Why are the critters always bigger than your character? Doesn't seem fair...



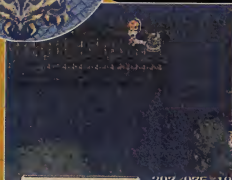
Psychotron

Communications for Saturn

Moving through the city, searching for clues and whatnot. Don't really know what the skull is all about, but it looks cool. Hey, write your local game publisher and see if you can get 'em to bring this over, OK?



Although FMV has its limitations, using video to show a crime witness giving you a story seems like a good way to use it.



Note the power bar and stats at the bottom of the screen—that's right, you're going to have to rely on your reflexes as well as your brain.

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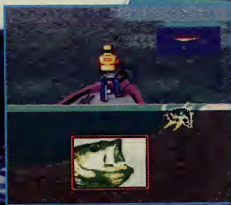
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The earliest games developed were crude devices, made of rocks and sticks. The earliest game reviewers were crude people, who burped and stank. You better thank your lucky stars at least the games improved!



THE GAME PLAYERS ULTIMATE AWARD

We hope you realize just how hard it can be for a game to get one of these things! When a game has one of these, it means it scored at least a 90% with our reviewing staff. That ain't easy!

INFO

Without this stuff, we'd still all be sitting in a cave somewhere, playing with our brand new 'Rock and Stick' game system!

REVIEWER

OK, OK... so this guy looks like he's still living in a cave, but at least we've got him to the point where he boons and kinda uses a fork!

CRITICISM

Without this, we'd never have known about that new 'Leaf and Iron Ore' game system. Man, it rocks! (Ouch)

The Rocket Science:

Each category of our scoring boxes is given a "weight" — the higher the weight, the more important the category. We multiply each category's score by the weight, total them up and divide the answer by 16, which is the total of all the weights combined. The resulting number is multiplied by ten to compute the final score for the game.

Graphics:

Weighted by a factor of two.

Music & Sound FX:

Weighted by a factor of one.

Innovation:

Weighted by a factor of eight.

Gameplay:

Weighted by a factor of six.

Replay Value:

SCORE

Those cave guys knew about this, and so will you, as soon as you get up in the trees with us!

100% Flawless

60-69% Good

20-29% Heinous

90-99% Ultimate

50-59% Average

10-19% Putrid

80-89% Excellent

40-49% Lacking

1-9% Shoot Me

70-79% Very Good

30-39% Crap

0% Cosmic Rave

SATURN

THUNDERSTRIKE

After years of complaining that he never got to go anywhere, we finally decided to let Patrick design! Note a tiny helicopter ride. We'll miss him.

ThunderStrike is a... (text continues)

Graphics: (text continues)

Music & Sound FX: (text continues)

Innovation: (text continues)

Gameplay: (text continues)

Replay Value: (text continues)

87%

FINAL GP RATING

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SATURN

action / GENRE

1 / PLAYERS

1 CD / SIZE

none / SAVE FEATURE

Sega / PUBLISHER

Sega / DEVELOPER

now / AVAILABLE

\$59.99 / PRICE

WING ARMS

We weren't too concerned when Jeff Lundrigan began taping feathers to his arms, but when he headed for the roof, singing 'Come Fly With Me,' we had to stop him!



There's a lot of folks who seem to want to believe that *Wing Arms* is the Saturn's answer to *Warhawk*. Strictly speaking, that ain't so, and you could even argue that comparing them isn't fair — however, that doesn't mean we can't go right ahead and do it anyway. As it works out, *Wing Arms* isn't nearly as good, although it comes out OK on its own terms.

The game gives you seven kinds of planes to choose from, and they really do all handle differently, but it's not exactly a completely new experience with each different craft. The draw-in — especially during the 'canyon' portion of stage three, is pretty bad. The designers have taken a shot at software-based mipmapping — using less detailed texture maps on objects that are farther away and more detailed textures on objects that are close — in an attempt to both put less demand on the processor and make the game look better, but the results make you wonder if it was worth the effort.

On the up side, except for the canyon stage, which is both ugly and mildly frustrating, the game itself is enjoyable enough. The main problem is that (here it comes) there are a lot of folks who seem to want to believe that *Wing Arms* is the Saturn's answer to *Warhawk*. Strictly speaking, that ain't so, and you could even argue that comparing them isn't fair — however, that doesn't mean we can't go right ahead and do it anyway. As it works out, *Wing Arms* isn't nearly as good, although it comes out OK on its own terms.

It's too damn short — there are only six stages, and while it might take you a day or two to get through the whole thing, once it's over, it's over. How much trouble could throwing in a two-player split-screen mode have been? Or how about a one-player dogfight practice mode? There aren't even any optional difficulty settings. It's fun while it lasts, but it doesn't last long. **GP**

There are other small annoyances, like the fact that the target indicator arrows have a habit of obscuring the enemy at all but the closest range.

On balance though, it's not a bad game at all, and if it had lasted longer, it might have scored ten points higher.



GRAPHICS

9

MUSIC & SOUND FX

7

- Solid and gorgeous most of the time.
- Bad draw-in during one or two stages.

- Nice gunfire and screaming engines.
- The music is understated, and the explosions lack punch.

INNOVATION

7

- There's a nice mix of air-to-air dogfights and ground assaults.
- Not much else here that's new.

GAMEPLAY

8

- Fast, challenging, and nicely responsive.
- There's not much in the way of extras, and very few surprises.

REPLAY VALUE

6

- Fun and exciting enough for a second go.
- Only six stages, and no new challenges once you're done.

73%

VERY GOOD

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MAIL TO: Treasure Cove Corporation, Dept. GPL003A, P.O. Box 310, McHenry, IL 60051-0310. All entries must be postmarked by Feb. 28, 1996. Winner will be notified by June, 1996. The winning idea will appear in June issue.

All Entries must be Postmarked by 4-15-96.
Yes. Enter my joke in the CASH FOR FUN Joke Contest!
Here is my \$4.00 Entry fee.

Send cash, check, or money order (no coins) to:
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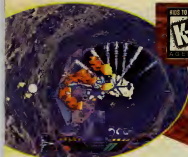
Name: _____ Age: _____

(Please Print Legibly)

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City: _____ State: _____ Zip Code: _____

VOID WHERE PROHIBITED BY LAW. Employees and families of Treasure Cove Corp. are ineligible to play. Sponsor of contest responsible only to the limits of entry fee on disputes. Decisions of judges are final. Manufacturers of prizes and the publisher of this magazine are not affiliated with this contest. In the case of a tie in any contest, postmark will determine the winner. For a copy of the general rules, please send a self-addressed, stamped envelope to the address above. (mark envelope "RULES")



SATURN

shooter / GENRE
1 / PLAYERS
1 CD / SIZE

after each level / SAVE FEATURE
Crystal Dynamics / PUBLISHER
Crystal Dynamics / DEVELOPER
now / AVAILABLE
\$59.99 / PRICE

If you like 'em challenging, here's your game. The enemies are lethal, and the flight paths—often through VERY tight caves bristling with obstacles—take a fine touch to get through.

Flying through the caves reminded Jeff Lundrigan of all that time he spent in dark closets as a kid—but without the chains.



SOLAR ECLIPSE



While the herky-jerky control isn't as smooth as I'd like, you do kind of get used to it, and the craft can do partial rolls and fly on its 'side.' In fact, in some stages, you have to.

Second, there's a fair number of different special weapons, and some hellacious enemies. Last, although the draw-in is noticeable, it rarely bothers you too much. In short, while there's no one thing I can point to that really knocked me out, it definitely kept me coming back for more, and it lasted a good long while. Worth a look. **GP**

7 GRAPHICS

7 MUSIC & SOUND

5 INNOVATION

8 GAMEPLAY

7 REPLAY VALUE

VERY GOOD

73%



There's also a first person cockpit view, but it limit you field of vision so much, it's practically useless. Personally, I consider this a big minus.



PLAYSTATION

riding / GENRE
1 / PLAYERS
1 / SIZE

memory card / SAVE FEATURE
Mindscape / PUBLISHER
Mindscape / DEVELOPER
now / AVAILABLE
\$55 / PRICE

In the future, speeding will be legal and every vehicle will be armed to the teeth. Ahhh, I can dream, can't I?

When Roger Burchill was eight years old, his mom tied him to a pole in the back yard. To this very day, he still runs in circles.



CYBERSPEED

Occasionally a good game comes along that begs comparison to a great game—like *CyberSpeed* to *WipeOut*. First of all, *CyberSpeed*'s designers seemed to put a twist on the gameplay that *WipeOut* has down to perfection. As one of eight rocket-propelled crafts attached to an energy beam that runs at the center of a bobsled-like course, racers must steer to the inside of turns to maximize the energy transfer from the beam to their race craft. With ten tracks, weapons, turbo, reverse, and short cuts, there are plenty of challenges for the racer willing to take the time to explore all of the strategic possibilities.

But all those possibilities are also *CyberSpeed*'s downside. *WipeOut*'s interface allows a player to jump in and begin playing. *CyberSpeed* makes you control your craft in an entirely different and somewhat unnatural way. These control problems result in a steep learning curve for the would-be player. Wouldn't you just rather sit down and play *WipeOut*? **GP**

8 GRAPHICS

6 MUSIC & SOUND

8 INNOVATION

8 GAMEPLAY

8 REPLAY VALUE

VERY GOOD

79%



All ships are connected to a central energy beam which puts a whole new twist on racing strategy.

If you select the 'inside-the-ship' view, bring an ample supply of barf bags.

Wacky commercials keep you entertained between races. Here's your friendly neighborhood Gunmart spokesman.

PLAYSTATION

TEEN
1695

GENRE / Fighting
PLAYERS / 1 or 2
SIZE / 1 CD
SAVE FEATURE / memory card
PUBLISHER / Time Warner
DEVELOPER / Zenon
AVAILABLE / now
PRICE / \$49.95



After being schooled in the art of fighting, Roger Burchill now fearlessly walks the shopping malls of the earth, carrying his wife's purse!

ZERO
Divide

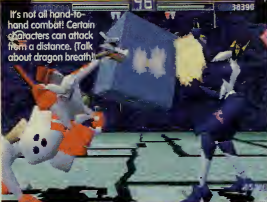
Without a doubt, one of them most ridiculous clichés in the videogame industry is the insipid storylines that are created for fighting games. In the case of *Zero Divide*, there is some rambling on about the Xtal Tower and facing some all-powerful boss named Xcom... oh, who really cares? Let's fight!

It's in the fighting that *Zero Divide* shines. Eight warrior robots, superior animation, and a simple

command interface has you kickin' butt like a Marine drill instructor in no time. But don't think that just because the commands are simple that there's no challenge. *Zero Divide*'s artificial intelligence ranks with the top games of the genre. Include hidden moves, a wide variety of fighting styles for the characters and a final boss that is extremely difficult to get to and you've got more challenge than an afternoon stroll up Mount Everest.

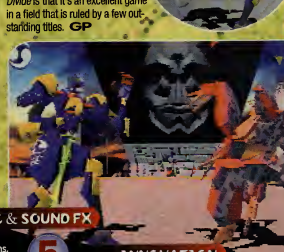
On the downside, the blocky graphics seem more reminiscent of *Virtua Fighter* than current graphics champ *Virtua Fighter 2* and all the development time must have gone to the seamless gameplay, because not much of it went to the sound. Beyond that, the only downside for *Zero Divide* is that it's an excellent game in a field that is ruled by a few out-startling titles. **GP**

It's not all hand-to-hand combat! Certain characters can attack from a distance. (Talk about dragon breath!)



Quick and punishing—throw moves are one of the strengths of the game.

If you can hold on by the skin of your teeth, ring outs don't necessarily mean the end.



Strike a pose. In the end it's not how you feel, but how you look!



Accurate light sourcing and smooth animation let you forgive the slight lack of detail in the graphics.

7

GRAPHICS

- Smooth, quick animation makes for seamless gameplay.
- Blocky graphics look that state-of-the-art crispness and detail.

5

MUSIC & SOUND FX

- Explosions, explosions, and not much else.
- Can somebody please shut the freakin' announcer up?

5

INNOVATION

- If you get pushed off, you can pull yourself up from the edge of the ring.
- Two fighters, an arena and gratuitous violence. Sound familiar?

9

GAMEPLAY

- Simple commands let you become competitive right away.
- Above-average AI makes the computer a formidable opponent.

8

REPLAY VALUE

- You've got to prove yourself before the battle-shy final boss appears.
- Pizzo, beer and a fighting game—who needs women?

80%
EXCELLENT



shooter / GENRE

1 / PLAYERS

1 CD / SIZE

none / SAVE FEATURE

Acclaim / PUBLISHER

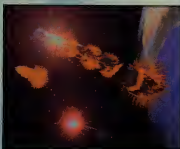
Taito / DEVELOPER

now / AVAILABLE

\$59.95 / PRICE

JUPITER STRIKE

Girls always told Roger Burchill that he should 'go to Jupiter to get more stupider.' We say, 'OK Roger, you're stupid enough, it's time to come back home.'



Why is it that Earth Defense Forces are always guaranteed an ass kicking? Lucky my fleet was hanging out on Jupiter.

Recently, I've noticed a disturbing correlation between how good a game's intro sequence is and how bad its gameplay is. This is definitely the case with *Jupiter Strike*.

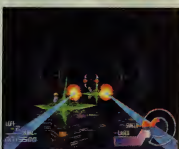
As beautiful and creative the intro sequence is, the rest of the game is a rehash of the standard track-rooted shooter. Any hint of innovation would have required a true 3-D world to freely roam. As it is, the graphics look adequate but seem highly derivative of *Star Fox* for the Super NES. Unfortunately, the graphics are about the only thing that alludes to a

32-bit game. In the category of sound, *Jupiter Strike* deserves a special achievement award for the absolute worst music and effects. My old *Pong* game almost had better sound.

In the area of game-play things are even bleaker. The supposedly agile fighter you are in control of lacks any modicum of maneuverability and with no power ups, there is no way to improve the craft's substandard weaponry or to repair damage during a level.

The choice of views adds some variety but both have serious flaws which prevents the selection of just one for the entire game. Couple that with the inexcusable absence of any way to save your game! You'd better be prepared to finish the game in one annoying sitting, but with the game dynamics stacked so badly against you, don't count on it. **GP**

Let's see... he's got 33 different lasers, missiles, rockets, robot arms, and mines, and I've got lasers with no power ups. @#\$%!?!?



The inside view narrows the field of vision somewhat, but at least you'll be able to see your target.



The outside view provides the best field of vision but it places your ship precisely in the most obstructive place.

GAMEPLAY

REPLAY VALUE

- You better finish it all at once, because if you don't, you're starting all over.
- If you're smart, you won't even consider replaying it.

INNOVATION

- Defend the earth while flying the equivalent of a brick. What, uh... fun.
- No power ups and no way to save games.

Death is a natural by-product of this game — get used to it. Actually, I think you could file this under mercy killing.

MUSIC & SOUND FX

- Where's the true 3-D? I thought the next generation was supposed to set me free!
- Move around and shoot like hell! Boring!

GRAPHICS

- Make it stop! The music equals an instant insanity defense for a murder trial.
- I've heard 8-bit games that sound just as good.

- Excellent intro sequence. If it were a movie, I'd pay to see it.
- Rendered polygons at least make it look like a 32-bit game.

48%
LACKING

SATURN

GENRE / action

PLAYERS / 1

SIZE / 1 CD

SAVE FEATURE / password

PUBLISHER / US Gold

DEVELOPER / Arc Development

AVAILABLE / now

PRICE / \$59.99



When Patrick Baggatta came to work with a pompadour, we weren't concerned. But when he took out his guitar and loaded it, we knew it was time to dance!

While games like *VF2* and *Sega Rally* allow us to get a good look at the Saturn's 3-D capabilities, it's still not evident what the machine can do with a more

traditional side-scrolling action

game — until now, that is.

Featuring music from Richie

Sambora of Bon

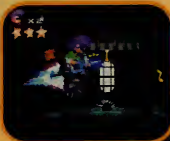
Jovi, *Johnny Bazookatone* is

a bit of a flashback to the days

when side-scrollers ruled the world of video games. The only difference is that the Saturn is capable of turning what might have been a bland and lifeless game into a colorful, fast action title.

While *Johnny Bazookatone* may not represent the cutting edge of videogame technology, it does represent a nice effort in the familiar genre of left-to-right shooting action. The backgrounds are highly detailed and richly colored. The characters are uniquely conceived and display a reasonable level of intelligence, while the levels often display innovative design.

The only real drawback to *Johnny Bazookatone* is that it's overly difficult.



Taking a ride in the air ducts is dangerously close to the infamous mine cart levels of days gone by.

Right from the beginning, this is a challenging game and will, no doubt, frustrate the average player to some degree. For side-scrolling masters, however, *Johnny Bazookatone* is a great-looking, challenging action game with a genuine sense of rock 'n' roll style. **GP**



The big firepower of Johnny's magic guitar is unfortunately a time-consuming attack.

GRAPHICS

8

- The rich colors and stylistic artwork adds a lot to the game.
- The enemies are very well-designed.

MUSIC & SOUND FX

8

- The blues-influenced soundtrack is nicely done.
- The music is conspicuously absent during some of the gameplay.

4

- There are a few neat tricks here and there.
- The side-scrolling action will seem very familiar to gamers.

INNOVATION

7

- The character control is complex and thorough.
- The difficulty isn't balanced — it's too hard.

GAMEPLAY

8

REPLAY VALUE

- The game is huge.
- The action is extremely challenging. Wow!

JOHNNY BAZOOKATONE

The action in *Johnny Bazookatone* is not likely to surprise savvy game players.

Finding hidden items is an important part of the game.

Though the action is really strong, probably the most impressive aspect of *Johnny Bazookatone* is the graphics.

73%

VERY GOOD

Zero Divide:

An unrecoverable program error, causing a potential system crash.

The first truly complete 3D, 360° Fighting game

Superbly detailed graphics, unprecedented fighter control, high quality soundtrack, awesome depth and challenge are all combined to give you the most complete fighting game experience available.

Get it at your local retailer!

- 10 ruthless fighters (including two hidden bosses) that feature never before seen fighting styles, weapons and projectile attacks
- Unleash an arsenal of deadly moves and killer combos and for the first time in any 3D fighter—jumping attack in combos
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- With a memory card, save and relive your entire match
- Select four completely different camera angles, including an innovative perspective from the fighters viewpoint and a rotating 360° view even in replay mode



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zoom™



SUPER NES

GENRE / strategy
PLAYERS / 1 or 2
SIZE / 24 Mbits
SAVE FEATURE / save any time
PUBLISHER / Koel
DEVELOPER / Koel
AVAILABLE / now
PRICE / \$59.99



I have an official announcement to make.

The graphics aren't great, but they're clear and functional.



We knew it was a bad day when Jeff Lundrigan rose out of the secretarial pool, brandishing a sword and screaming 'Banzai!'

PTO 2



You're not only in charge of moving around ships and men, but running your industrial base, uncovering new resources, and even sending out spies.

much less figure out what strategies were the best. This is planning and waging an ENTIRE WAR, from commanding each fleet engagement to running industrial production and keeping your forces supplied.

Due to time constraints, I wasn't able to play it long enough to really understand certain aspects of the game, or even win consistently. The manual doesn't help much — it barely covers how orders function. The level of detail is both incredible and daunting.

If you're the sort who's puzzled by *Stratego* or *Battleship*, I'd steer clear. Hard core wargamers however, look no farther — it's not the Holy Grail, but it'll do. **GP**



The only things that kept this from a solid '10' in Gameplay are the dull and repetitive battle screens.

8 GRAPHICS

5 MUSIC & SOUND

9 INNOVATION

9 GAMEPLAY

10 REPLAY VALUE

ULTIMATE

90%

GENESIS

GENRE / shooter
PLAYERS / 1 or 2
SIZE / 16 Mbits
SAVE FEATURE / none
PUBLISHER / Acclaim
DEVELOPER / Rage Software
AVAILABLE / now
PRICE / \$49.99



He's proud to be a charter member of Generation X, but Mike Salmon wants absolutely nothing to do with Revolution X and the saving of Aerosmith.

REVOLUTION X



See this guy? You shoot him. On every level... over and over again.

You're the last hope to save the music and, if you have any taste, you'll let 'em have Aerosmith's music and play another game. *Revolution X* is one of the most mindless shooters ever. The sound is annoying, the graphics suffer from severe pixelitis, and there is no gameplay to speak of. At the arcades you at least had a light gun is an even worse effort, with repetitive enemies, poor control, and some of the worse digitized voices ever.

The motion-captured enemies lack any life and the backgrounds are worse than ugly. And you can't even shoot Aerosmith! If 'Janey's Got A Gun' is your favorite song and you dress like Steven Tyler, then get this game. However, if you like video games that entertain, look elsewhere. **GP**

4 GRAPHICS

3 MUSIC & SOUND

0 INNOVATION

3 GAMEPLAY

3 REPLAY VALUE

HEINOUS

29%



See this digitized babe? You save her. On every level... over and over and over.

As a reward for doing these things, you get to see some awful video from a member of Aerosmith. If you can understand the digitized speech, you got better ears than I.



IF YOU'VE GOT THE BALLS, WE'VE GOT THE BALLISTICS.



Battle it out for supremacy in the cyberspace combat zone where one false move may cost you your cojones! Choose from three assault rigs and thirteen fully-upgradable weapon systems as you maneuver through maze-like arenas. Career across jump-ramps, sky-ways and movable blocks in a pulse-pounding race against the clock. It's virtual war out there. Time to show 'em how they're hanging.

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3DO

GENRE / action

PLAYERS / 1

SIZE / 1 CD

SAVE FEATURE / save any time

PUBLISHER / Studio 3DO

DEVELOPER / Cydone Studios

AVAILABLE / now

PRICE / \$59.99



'Call me Captain, damn you!!!'
These were the last words we heard Patrick Baggett speak before he left in the padded truck. We're still trying to figure out what he meant.

CAPTAIN QUAZAR

From the opening rap song which sings the praises of a new world-class superhero, to the final level of the game, *Captain Quazar* is a big disappointment. Rumored to be the next 3DO mascot, this space-aged do-gooder leaves quite a bit to be desired as an action-gaming hero, and in fact, there is very little here that will make *Captain Quazar* stand out beyond the most average of average games. Coming up short in

The Places You'll Go

Though the environments may change in appearance from one level to the next, the game remains very much the same.

Uning up your weapons on primary targets is the toughest part of the game.



The love level is certainly nothing new to the savvy gamer. The usual rules apply.

gameplay, control and graphics, which are solid, but less than impressive, *Captain Quazar* never quite gets off the ground.

The most disappointing aspect of this 3/4 view shooter is the way the game is controlled. It's a bit of a mess, which is nothing more of a surprise. The controls are a bit of a mess, and the game is a bit of a mess. The controls are a bit of a mess, and the game is a bit of a mess.

6

GRAPHICS

- The cartoon-like style is sometimes funny.
- The environments are often flat and lifeless.

6

MUSIC & SOUND FX

- The sound effects are humorous at times.
- The music often seems totally inappropriate for the action.

4

INNOVATION

- There are some unique mission objectives.
- Shooting everything that moves is the oldest one in the book.

3

GAMEPLAY

7

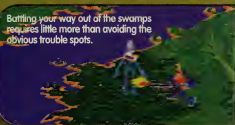
REPLAY VALUE

- There is plenty of gaming here to master.
- What action there is, is highly repetitive.

Outside of the poor play-control, *Captain Quazar* leaves something to be desired in its uninspired environments and overall concept as well. Though there are a few unique missions, for the most part the name of the game is shoot everything that moves, and the action is neither fast nor intense enough to support such a mindless game plan.

Marred with complications, *Captain Quazar* is a let-down on several levels and, though there have certainly been worse action games, it's not difficult to find better. **GP**

Battling your way out of the swamps proves little more than avoiding the obvious trouble spots.



Exploring the desert is an often disorienting experience, even with the help of the minimalist map feature.

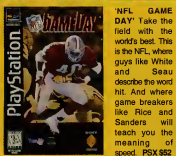
The fact that the map gives no indication as to where primary objectives are located makes it near useless.



54%
AVERAGE



'DONKEY KONG COUNTRY 2' Greeter graphics and faster action for this even bigger adventure! All new worlds populated with new enemies and new friends. **\$64**



'NFL GAME DAY' Take the field with the world's best. This is the NFL, where guys like White and Seau describe the word hit. And where game breakers like Rice and Sanders will teach you the meaning of speed. **PSX \$52**



'VIRTUA FIGHTER 2' This revolutionary fighting game is faster, more realistic and harder to beat. Two new characters and texture mapped graphics with ever changing 3-D perspectives make this game outstanding! **SAT \$56**



'WIPEOUT'
Experience the exhilaration of anti-gravity racing with the only racing game where combat comes as standard. Seize the wild stomach twisting driving or go full throttle on an incredible selection of tracks. PSX \$52

3DO

- [illegible]

GENESIS

- [illegible]

GAME GEAR

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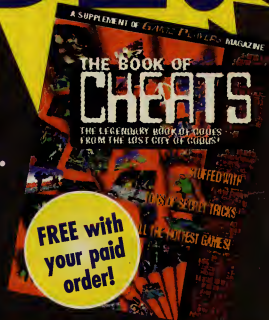
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5FWR7

PLAYSTATION



GENRE / racing
PLAYERS / 1 or 2
SIZE / 1 CD
SAVE FEATURE / none
PUBLISHER / Electronic Arts
DEVELOPER / Bullfrog
AVAILABLE / now
PRICE / \$59.99

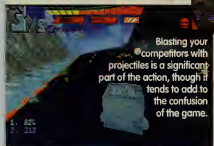
The tracks twist and turn so drastically at times that it's difficult to stay on course.



Since Patrick Baggatta seemed to be the only one on the staff who knew Hi Octane did not necessarily mean 'good for drinking', we let him take this one.

OCTANE

Debuting on the PC this past summer, *Hi Octane* shows its origins from the very beginning. With its overall sluggish feel and low frame rate, *Hi Octane* is a bit on the stiff side when compared to most console racers. There are, however,



Blasting your competitors with projectiles is a significant part of the action, though it tends to add to the confusion of the game.

Floating lazily around corners doesn't quite offer the nail-biting intensity of most 3-D racing games. Some nice innovations which will be copied in some form or another as the 3-D racer toll begins to rise at a frantic pace.

The most impressive innovation in this futuristic, hover-craft racer is the morphing tracks which seem to breathe as they swell and recede in certain spots. Although most often used to open up different parts of the intricate tracks, you'll wish for more of this effect. There are also some especially nice 32-bit graphics here, but primarily in the backgrounds. The vehicles are the epitome of geometric simplicity and are a little bit lifeless because of it.

There are some nice touches here, but overall it's missing that certain magic that would have made this the exceptional title it could have been. **GP**

- 7 GRAPHICS
- 7 MUSIC & SOUND
- 8 INNOVATION
- 6 GAMEPLAY
- 7 REPLAY VALUE

GOOD 66%

PLAYSTATION



GENRE / fighting
PLAYERS / 1 or 2
SIZE / 1 CD
SAVE FEATURE / memory card
PUBLISHER / Time Warner
DEVELOPER / Probe Entertainment
AVAILABLE / now
PRICE / \$49.95



The Raptor nervously guarded his kill, but nothing keeps Roger Burchill away from his Brontosaurus Burger!

After the destruction of civilization, the planet is called 'Urth'. Dinosaurs = small brains = can't spell!

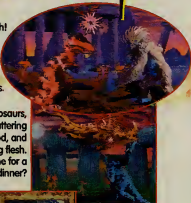
PRIMAL RAGE

With next generation machines exploding onto the home-gaming scene, there's sure to be a steady stream of arcade classics knocking at the front door. Knock, knock!

Good news for *Primal Rage* fans — the PlayStation has no problem bringing that arcade experience home. With all seven dinosaurs, smooth stop-frame animation and every original arcade move and fatality at your fingertips, there will be no need to keep plunk-

Doh! That hurt! This ain't the Flintstones, baby; the action comes fast and furious.

Dinosaurs, splattering blood, and flying flesh. Anyone for a steak dinner?



A scantily clad babe invites you back for more punishment. How can you refuse?

- 8 GRAPHICS
- 6 MUSIC & SOUND
- 5 INNOVATION
- 8 GAMEPLAY
- 7 REPLAY VALUE

VERY GOOD 74%

ing quarters into that machine at the local arcade. The addition of a Tug-of-War mode and an endurance mode even helps to increase the replay value of the home game.

Unfortunately, this conversion does not mask the inherent shortcomings of the game. The original game was just a standard 2-D fighter with a simplistic combo system. Time Warner could have improved the product by adding new characters instead of the standard animated opening and victory sequences. But if you loved the original, you'll love this one. **GP**

3DO

action / GENRE
1 or 2 / PLAYERS
1 CD / SIZEafter each game / SAVE FEATURE
Studio 3DO / PUBLISHER
Cyclone Studios / DEVELOPER
now / AVAILABLE
\$39.99 / PRICE

Battle Sport



He's reviewed so many hovercraft games that we can't keep Jeff Lundrigan from floating around the office.



Well, it looks like *Cyberstard*, but don't be fooled — this is a hell of a lot better. The title describes it pretty well, because although, yeah, you're driving around an arena in armored hovercrafts and you CAN blow each other up, the real object of the game is to grab the game 'ball' and shoot it into the arena's goal to win.

The experience really is one part 'battle' and one part 'sport,' and it's a total blast — a lot more exciting and in-depth than most straightforward combat games. Plus, everything is incredibly solid. You

While the textures are simple, the game arena is rock-solid and all the hovercrafts have a polished gloss you have to see to believe.

won't see a single polygon drop out, ever, even during two-player split screen mode. This is important,

because it's the two-player mode that really makes this game. You haven't lived until you've spent three rounds chasing down the ball, blasting your best buddy, and shooting for the goal. The pace is fast (the frame rate is high), and control is as responsive as you could ask for. There's six different tanks, all with a different mix of abilities, and they're incredibly nimble, able to slide, jump, and spin on a dime — very, very cool.

It's not likely to bore you, either. There's 50 different arenas, and 27 different kinds of special weapons and items, which can do everything from make you invisible to cause the other guy to automatically 'fumble.' This is great stuff — yet another triumph for the ever-busy Studio 3DO. **GP**



Six different tanks, 50 different arenas, and 27 power-up items. Can you ever get bored? I don't THINK so...



The two-player mode is more than a gimmick; it's the heart of the game and, while it certainly screams for some kind of link-up system, the split screen is every bit as fast and stable as the one-player mode — makes you kind of wonder what went wrong with *Cyberstard*.

Grab the ball, blast the other guy, and SCORE! The two-player competition is as fast-paced and fierce as anyone could want — top-notch, A-1 action from the word go.



INNOVATION

GAMEPLAY

REPLAY VALUE

- 50 arenas, 27 special items, six different tanks.
- A two-player game almost never gets old.

- Very smooth, responsive control and fast pace — YES!
- One-player mode is a ball, and two-player mode is amazing.

- Combining combat with a sport has been done, but never like this.
- More power-up items than you can shake a particle beam at.

MUSIC & SOUND FX

- The music rocks.
- Digitized announcer and sound — cool.

GRAPHICS

- One of the most solid 3-D environments I've ever seen.
- The pinnacle of 3DO polygon power.

96%

ULTIMATE

PLAYSTATION

GENRE / shooter

PLAYERS / 1 or 2

SIZE / 1 CD

SAVE FEATURE / memory card

PUBLISHER / THQ

DEVELOPER / Kokopeli

AVAILABLE / now

PRICE / \$49.99



With tubes flooded and the enemy in his sights, Roger Burchill prepared to fire his torpedoes. Then we told him to get out of the damn bathroom!

IN THE HUNT



No elaborate animated intro sequences here. Good thing retro is in because this is all you're getting.

Even though 32-bit gaming systems have been on the market for a relatively short time, it's a bit surprising to find that 2-D shooters (once a videogame staple) already have an air of nostalgia about them.

Don't get me wrong, even though the sprite-based graphics are old school, the explosions should go down in the annals of gaming history for their magnificent depiction of total devastation. If nothing else, the incessant firing of weapons, the explosions, the flying debris, and the endless array of enemies produce an atmosphere of mayhem that will give you

a new appreciation for an old graphic style.

But even looking beyond the archaic look, *In the Hunt* fails to satisfy because of its gameplay. The painfully cumbersome sub sabotages one of the edicts of a great shooter — the use of lightning-quick reflexes to avoid destruction. Things don't



To contest attacks from the air, get that sub up to the surface!



Hold down those fire buttons, get your power ups, and everything except your ass will be covered.

6

GRAPHICS

- I can't remember the last time I saw explosions as cool as these.
- Graphics are old-hot for a next-gen system.

5

MUSIC & SOUND FX

- Weapons firing, everything exploding. It all fuses into a dull roar.
- I know about silent running, but no music at all?

4

You run into some strange things under the sea. Just blow it up like everything else.

INNOVATION

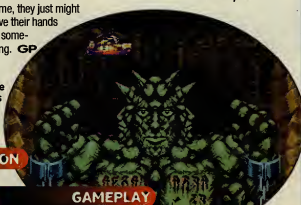
5

- If nothing else, it does bring back memories... ancient memories.
- You're a submarine! Innovation at its finest.

- Just hold down the fire buttons and try not to get hit. That's it.
- I've seen boulders outmaneuver this sub.



Meanwhile, below the surface... everyone you ever pissed off seems to be manning the enemy subs.



GAMEPLAY

5

REPLAY VALUE

- Two player mode could bring you back for more. Maybe. Maybe not.
- A game this difficult means a lot of replays — like it or not.

51%
AVERAGE

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Gameplay To Die For
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NYR
NOT RATED

SUPER NES

GENRE / action
PLAYERS / 1 or 2
SIZE / 16 Mbits
SAVE FEATURE / none
PUBLISHER / Acclaim
DEVELOPER / Software Creations
AVAILABLE / now
PRICE / \$59.99



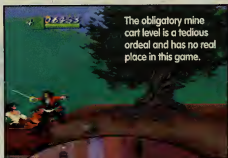
Facing generic enemies is the name of the game and it's no fun.



Getting head-butted by Geena Davis sounded like fun, until Patrick Baggatta was forced to endure the pain over and over again.

CUTTHROAT ISLAND

Software companies are developing more and more impressive games every day, so it's hard to believe that anyone would be willing to take the risk of releasing any less-than-stellar product. Unfortunately, there are always exceptions to the rule, like *Cutthroat Island*. This game is far below even the most average 16-bit game on just about every level. From the formulaic slashing and punching of the fighting sequences, to the dreaded mine



The obligatory mine cart level is a tedious ordeal and has no real place in this game.



The two-player action adds a little life to the game, but not much.

4 GRAPHICS

6 MUSIC & SOUND

0 INNOVATION

3 GAMEPLAY

3 REPLAY VALUE

CRAP

31%

cart level (apparently just thrown in to take up cartridge memory), this game is sub-standard.

Perhaps the most distressing element of this title is the overall lackluster presentation. For the most part, every aspect of the game genuinely gives the impression of being an assembly-line project, which is simply unacceptable. With graphics reminiscent of the 8-bit days, mindless enemies and bland environments, *Cutthroat Island* is just plain terrible. I certainly hope the movie is better! **GP**

PLAYSTATION



GENRE / shooter
PLAYERS / 1
SIZE / 1 CD
SAVE FEATURE / password
PUBLISHER / Electronic Arts
DEVELOPER / Visual Concepts
AVAILABLE / now
PRICE / \$55-65



When Chris Charla said this game was 'just like Doom, but...', we quickly adjusted his Viewpoint with a baseball bat!

VIEWPOINT

When it was released for the Neo Geo arcade system, this *Xaxxon*-looking shooter was hailed as one of the premiere arcade shooters of all time, a refreshing change from the cookie-cutter garbage that was littering the arcades back then. Now EA has released a revamped version for the PlayStation. The result? Hard to say.

Art-wise, this is wonderful. The animation is fantastic and the graphics are really stunning. Play-wise, though, it's another story. This was originally released at the height of the shooter craze, so it's wicked difficult, with not only a ton of enemies on screen at once, but difficult mazes and puzzles to overcome. The password feature makes things easier, but even with only six levels, this



One thing you can't complain about in this game is the graphics—they're fantastic.

will take you a long time to solve—if you have a high threshold for frustration. Otherwise, you may discard it long before. **GP**

10 GRAPHICS

8 MUSIC & SOUND

5 INNOVATION

5 GAMEPLAY

7 REPLAY VALUE

GOOD

64%



The gameplay is very tough. Winding your way through the mazes is mucho difficult.

The special weapons are awesome!

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SATURN

GENRE / action/flight sim
PLAYERS / 1
SIZE / 1 CD
SAVE FEATURE / after each mission
PUBLISHER / Saturn
DEVELOPER / US Gold
AVAILABLE / now
PRICE / \$59.99



After years of complaining that he never got to go anywhere, we finally decided to let Patrick Baggatta take a little helicopter ride. We'll miss him.

THUNDERSTRIKE

he original *ThunderStrike* was thought to be the best Sega CD title ever, and now *ThunderStrike 2* steps-up and delivers an exceptional title for the Saturn. While there are some notable glitchy problems in the graphics, the gameplay more than makes up for the lack of technical perfection. With its complex mission requirements, blazing action, and sophisticated controls, *ThunderStrike 2* has the kind of infectious gameplay that will keep you coming back again and again.

Flying around in a totally 3-D environment is just the beginning. Add mobile targets, timing-specific missions, multiple views and nicely varied objectives and you're starting to get a working picture of this game. There are also widely varied terrains which keep the game from growing stale.

The polygonal landscapes maintain an amazing level of detail and are truly stunning. Unfortunately, there are significant problems with late draw-in in the canyon walls and rocky hills. There is an innovative use of a 2-D plane-holder background which helps to conceal the problem a little bit, but when enemy boats simply appear and then disappear in the foreground, it's hard to ignore.



Massive Attack

One of the most impressive aspects of *ThunderStrike 2* is the variety in overall gameplay.

Diving down low into the heart of the Panama Canal is a sure way to draw fire from the numerous enemies lying in wait for just such an intruder.



Taking out ground targets is one thing, but mowing-down the poor saps as they run for cover is another thing all together.

Flying around in the South China Seas, you find plenty of hot island fighting.



Shooting down targets takes some practice, but is one of the most rewarding aspects of the game.



The late draw-in is most evident when flying down the canyon, as the canyon levels pop-in right in front of your helicopter.



The inside-the-cockpit view is the most technically impressive, as the view swings around 180 degrees.



7

- Impressive amount of detail in the landscapes.
- Significant draw-in problems take away from the realistic effect.

GRAPHICS

8

MUSIC & SOUND FX

- The beautiful, ambient soundtrack adds to the feeling of the game.
- Repetitive voice interruptions are bothersome.

Overall, *ThunderStrike 2* is a game that demonstrates the future of 3-D gaming. It's a game that's difficult not to love, even with its problems. Perhaps *ThunderStrike 3* will be the perfect gaming experience. GP

8

INNOVATION

- Innovative play controls make operating the helicopter a joy.
- Imaginative mission objectives keep this from being run-of-the-mill.

9

- Fast action and intricate mission objectives make the game exciting.
- Many different weapons keep the action happening right along.

GAMEPLAY

9

REPLAY VALUE

- The missions are extensive and plentiful.
- It takes time to master this complex action game.

87%

OVERALL GP RATING

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SEGA SATURN

GP SPORTS

ON LOCATION...



This month we've got a sports extravaganza (I just like to use that word; it feels good). On top of our usual reviews and previews of today's hottest sports games, we've got information on the games of the future. The idea is to inform you about what's here and what's coming, so you can make the best buying decision. I also travelled to Vancouver to check out the Electronic Arts Studios in Canada, where they make some of the best sports games out there. On top of that, I had a chance to meet the 49ers up close and a little too personal. Ouch!

Another great title from Sony Interactive, *NHL Face Off*, gets rated and proves there's still no better place for sports games than the PlayStation.

Mike

I arrived to see the Cowboys and Niners go head-to-head in a key NFC showdown (OK, I wasn't really in Dallas. I was watching the Niners play the Cowboys in *Madden '96*). While Derrick Deese and Nate Singleton frantically led the Niners to a 22-7 victory over Larry Allen and Robert Jones of the Cowboys, I slipped a Super Bowl ring off of Defensive Tackle Bryant Young's large fingers. A couple days later the Niners beat the Cowboys in the real game. Then Bryant Young noticed his ring was missing...

In an attempt to escape angry defensive tackles, I took the first plane out of the country and ended up in Vancouver, Canada. Oh great, what is a videogame journalist going to do in Canada? I found out soon enough that Electronic Arts had a studio in Vancouver and went by for a visit. To my surprise, EA Canada is responsible for some of the best console games on the market. They make *NBA Live*, *FIFA*, *PGA*, *Triple Play*, *Need For Speed*, and *NHL* (for the PC). While there, I got a chance to see an amazing studio at work—four floors of game players using their knowledge of games to create the next great experience.

I got back to San Francisco and started telling people how I won my Super Bowl Ring as a member of the 1983 Chicago Bears, when the Niners defensive line showed up to see that I give the ring back to its owner. So I took 'em all on and, once I have the third surgery and my scars heal, I'm sung!



Nate Singleton and Derrick Deese were focused as they beat up on the Cowboys in *Madden '96*, but they didn't notice Mike Solomon was there, disguised as a reporter from ESPN and looking for a ring.

At just the right moment, Mike pounced and got the ring. Then he stopped to have his photo taken (bad move).



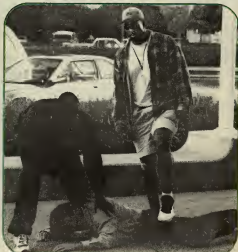
VR GOLF ON DECK

Interplay For Saturn/PlayStation



The game takes advantage of the 32-bit color palette better than *PGA*, but how does it play?

The first game to come from Interplay's VR Sports line is *VR Golf* and, judging from the early screens, it's going to be a winner. With *PGA '96* and *Pebble Beach Golf Links* already out for the 32-bit systems, it'll be interesting to see how *VR Golf* compares. Initially, it looks graphically better, but I'll wait to see a finished version before passing any more judgement.



Bryant Young and Junior Bryant of the San Francisco 49ers finally tracked Mike down, beat him to within an inch of his life, took his gift, then they made him say 'Unde' (oh, the shame!).

Making The Game

While the players in *NBA Live '96* are not true 3D, the court is going to be. However, because EA used SGI workstations to create 3D originals they can easily upgrade the players to 3D for next year's effort. This time around, they're focusing more on the kind of gameplay that keeps you up late at night, as opposed to super ultra-fancy graphics.

Using SGI workstations, EA created a 3D model of a basketball player then they textured a uniform and skin color over that. And finally they compress it down to the pups you see on the court.



Virtual Stadium is the true 3D environment that EA has created for all of its sports games. Using 3D models and elaborately mapping them with court characteristics gives the camera totally free movement on the court.



The TV-style presentation is a nice touch, and really gives you the feel of an NBA game.

EA SPORTS

Exclusive first-look at the sports giant's 32-bit line-up

PlayStation owners have already been treated to great sports games like *NFL Gameday*, *FIFA '96*, *NHL Face Off*, and *NBA In The Zone*, but there's more on the way. Our exclusive review on the PlayStation version of *NBA Live '96* gives you the first glimpse at the most successful basketball series to jump to 32-bit. The folks at EA are promising a gameplay experience that is second to none. We also have early information and development screens on *Triple Play '96*, *NHL '96*, and *Madden '96*. This feature is intended for the sports fanatic that has to know when and where his sports games are. Many people have been asking about EA's 32-bit games, so let's get started.

NBA LIVE '96

EA For PlayStation

Now *NBA Live '96* is easily the best 16-bit basketball game, so it's no wonder many people are dying to know when it's coming for the PlayStation and what it's going to be.

After begging, pleading, and offering up free massages, I finally managed to get a first exclusive look at *NBA Live '96* for the PlayStation. The game is coming sometime in March and according to it's producer Tammie Williams, "...will without a doubt be the best-playing, most-realistic basketball game for the PlayStation". Although EA admits it may not be the most-graphically impressive 32-bit game, they promise a much more sophisticated look and unequalled realism than its older 16-bit brother.

The play is going to be a more advanced version of the Genesis, with even more strategy and a deeper simulation experience. Of course, if you just want a high-scoring shoot out, *NBA Live '96* has an arcade mode.

So is *NBA Live '96* worth waiting for? Your current choice for a PlayStation basketball game is *NBA In The Zone* and, if you read the review in this sports section, you'll realize the lack of simulation features.

Therefore, if you want to lead the Chicago Bulls through the rigors of an NBA season and track every player's performance, then you'll need a copy of *NBA Live '96*. The screens we're showing may undergo some changes, but judging from the kind of hoops experiences EA has made in the past, I have nothing but the highest of hopes for this game.



While these graphics are sure to change, here's a look at the Bulls and Hornets going head-to-head. Looks good, and it should play great.

Key Features

- Now one-on-one moves
- Tip-ins
- Diving for balls
- No more uncontested lay-ups and dunks, with new ways to block
- All 29 NBA Teams with complete rosters (even rookies)
- Creating players
- More stats
- Individual player 'cool' facts
- Even tougher difficulty levels
- Quick plays including back door and down-screen
- Full season stat tracking
- Half time trivia
- Hot streak indicators
- Trades
- 3D-rendered players

The 'create-a-player' feature is back, and is the best way for you to get players like Jordan and Shaq into a basketball game.

VIEW ROSTERS

NO.	POS.	NAME	HEIGHT	WEIGHT
02	C	MATT GEIGER	7'0"	243 LBS
2	F	LARRY JOHNSON	6'7"	243 LBS
47	F	CLAYTON KEMP	6'4"	220 LBS
11	SG	KENNETH BELL	6'5"	206 LBS
3	PF	KEVIN MCLEOD	6'7"	190 LBS
36	SG	GUY CHILLY	6'5"	196 LBS

Fully updated rosters, including rookies, make *NBA Live '96* the most complete sim.

In-depth options, half-time trivia, 'cool' player facts, and a total dedication to hoops are what sets *NBA Live '96* apart from the pack.



The camera angles can be chosen to your liking, so you can get in close for big dunks like these.

The most complete playbook of any basketball game lets you be coach and player.



TRIPLE PLAY '96

EA For PlayStation/Saturn

Even though last year's *Triple Play '96* for the Genesis was EA's best baseball effort yet, it was still a bit behind Sega's *World Series Baseball*. But with the PlayStation and Saturn versions, EA hopes to take care of that. I got a chance to play the Japanese 3DO version and it's mighty impressive. While the graphics aren't as nice as Sega's *World Series* for the Saturn, EA plans to upgrade the graphics to the 32-bit standard. Cool!



The play is smooth and it's going to have all of the necessary options. *Triple Play* is going to be ready in May, and as we get more information we'll let you know.

Much like all the other games in development, EA is using the 3D motion-captured models to create the players.



These screens are from the Japanese 3DO version, but they still look real nice and give you an idea of how the PlayStation and Saturn versions are going to look.

MADDEN '96

EA For PlayStation

Easily the most popular football game of all time is still being worked on for the PlayStation. It was scheduled for a November release, but in an effort to make the best football game out there, EA has delayed it until late January. The early versions we got to play featured some of the most realistic-looking players anywhere. However,



Choice of views is nice, but the standard horizontal view always seems to work best.

their movement wasn't very smooth and the game was real unfinished. Hopefully, the extra development time is going to be used to make *Madden* the kind of experience we're all hoping for.

The uniforms are all done extremely well, and even the Fox score box in the corner is included.



It's easy to see *Madden's* graphical appeal, but can the gameplay match up to *NFL Gamesday*?

Key Features

- Pat Summerall and John Madden Play-by-Play
- Full NFL license
- Season play
- Stat tracking
- Trade Players
- Every NFL team (including expansion teams)
- Player's numbers on jerseys
- Biggest players ever
- Three different views

NHL '96

EA For PlayStation

Unfortunately, *NHL '96* for the PlayStation has been pushed back and the release date is still unknown. What I do know is that the *NHL* series is unsurpassed in sports realism, therefore I'm confident this one will be no different. However, Sony Interactive's *NHL Face Off* is one great game and it's already available. Once I get some more information



on this one I'll be the first to let you know, as usual.

People at EA are pointing to their latest PC version of *NHL '96* as what to expect from the much-anticipated PlayStation version. (PC screens shown).





NHL FACE OFF

System: **PlayStation** • Publisher: Sony Interactive
Developer: Sony Interactive Sports • now available • \$55-65

After the rousing success of *NFL Gameday*, what could Sony Interactive do for an encore? Well, how about making one of the best hockey games on the market? *NHL Face Off* takes all that made EA Sports' *NHL* series so good on the Genesis and adds all that makes 32-bit games so special.

The 3D arena is done to perfection, complete with reflections on the ice and rotating advertisements on the boards. Each team's uniform looks so much like the real thing that you can recognize them without seeing the team name. The inclusion of one-timers, four different types of checks, slap shots, drop passes, every NHL player and team, statistical tracking, and great artificial intelligence gives *NHL Face Off* all of the great gameplay elements that make *NHL '96* so good. Throw in CD-quality sound, three different camera angles, and some unbelievable graphics and you have a new challenger for Lord Stanley's Cup.

I still think that the gameplay in *NHL '96* is a bit more solid and a little easier to control, but *NHL Face Off*'s strength in graphics and sound is far superior. The gameplay is so similar that you'd think *NHL Face Off* was EA's 32-bit hockey game. The one disappointment in the game is the lack of players' numbers on their jerseys — with that one addition, *Face Off* would look so real you'd swear you were watching *The Duce* on National Hockey Night.

Overall, *NHL Face Off* is exactly the kind of 32-bit hockey experience I was hoping for. Great graphics and sound, coupled with the great gameplay of the 16-bit hockey games. Way to go, guys!



Statistical tracking and creating players are done with a bit more graphical flair, but the main thing is that they are here, along with every other important feature.

Slap shots from the point, checks in the corner, and sprawling saves are all done to near perfection in *NHL Face Off*.

The one-timer performed to perfection. The winger goes into the corner and lays it in front of the cross, the center backhands the one-timer to the corner for a goal. A work of art.

When the camera zooms in close, you get a chance to see some real nice graphics.



You spot your receiver, then you have to lead him with a cursor.

COLLEGE FOOTBALL NATIONAL CHAMPIONSHIP II

System: **Genesis** • Publisher: Sega • Developer: Sega Sports
now available • \$55-65

Well, last year's *CFNC* was undoubtedly the national champ of College Football games, and this year's is more of the same. The way the camera zooms in close for runs or catching a pass is smooth and it greatly enhances the gameplay. The passing system is one of a kind — you have to lead your receiver in order to get a completion.

This makes passing very tough and interceptions very frequent.

The problem with *CFNC* is that it is just too much like last year's, while EA's *College Football USA* and its 107 division IA teams has evened things up this year.



Until you get the passing game right, you can expect lots of interceptions.

10 GRAPHICS

10 MUSIC & SOUND

8 INNOVATION

9 GAMEPLAY

10 REPLAY VALUE

9-4%
ULTIMATE

7 GRAPHICS

8 MUSIC & SOUND

8 INNOVATION

9 GAMEPLAY

8 REPLAY VALUE

87%
EXCELLENT

NBA IN THE ZONE

System: **PlayStation** • Publisher: Konami
Developer: Konami Sports • now available • \$59.99



Get that outta here! Wait a second—that's Mugsy Bogues sending one back! Get real.

the hole. What ends up happening is a game full of dunks, blocks, and steals—basically a game of *In The Zone* that looks like a highlight reel from ESPN. While it's awesome to watch, the spectacular doesn't look so spectacular when it's the norm. Another flaw is the lack of simulation options—you can't play a season or use any bench players. Why Konami would spend the money for a license and only use five players on each team just doesn't make any sense. Not having a bench or season mode really takes away from the long-term life of the game.

Despite these flaws, *NBA In The Zone* shows so much promise that it's hard not to get excited about *NBA In The Zone '97*. Take the beautiful graphical approach of *In The Zone* and throw in some old fashioned gameplay and simulation and you have a near-perfect hoops game. Unfortunately, *NBA In The Zone* is just a beautiful dunk fest, without any real hard-core basketball action. Definitely a game you should check out, but basketball fanatics might want to wait for a better basketball sim experience.



No matter which of the three views you choose, it's easy to see the action. The game looks great.

10 GRAPHICS

6 MUSIC & SOUND

9 INNOVATION

8 GAMEPLAY

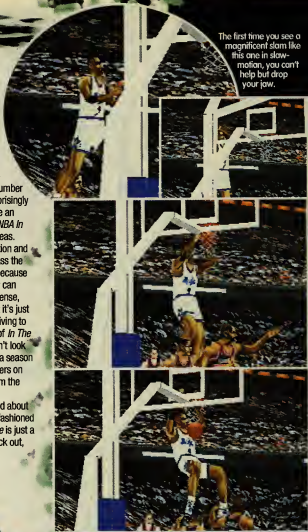
6 REPLAY VALUE

75%
VERY GOOD

Konami has created what has to be considered the best-looking basketball game to date. The players are huge, polygon figures, covered in exact replicas of their real-life uniforms, complete with name and number on the jersey. And the players surprisingly move very well. All this sounds like an unbeatable basketball game, but *NBA In The Zone* fell just short in a few areas.

The gameplay is all action and no strategy. There's no need to pass the ball or shoot from the perimeter, because even little guys like Tim Hardaway can take it to the hole and jam. On defense, you can block shots and steal, but it's just not possible to keep them from driving to

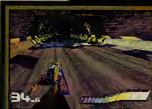
The first time you see a magnificent slam like this one in slow-motion, you can't help but drop your jaw.





We're bad and we're back. Once again, this mag has a section where you can look up any game we've covered in the past few months and find out whether or not you should buy it. Or, you could just look at the pretty colors.

WipeOut SONY INTERACTIVE FOR PLAYSTATION Review, 8/11



From exhilarating start to frantic finish, *WipeOut* is a joy to behold! This game is, by itself, reason enough to own a PlayStation. You need this game!!!

Overall 95%

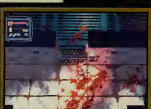
BLADEFORCE STUDIO 3DO FOR 3DO Review, 8/12



Strap on your belt-pak and fly around a huge city, blowing stuff up! Great graphics and gameplay make this one a must-have! What a game!

Overall 93%

LOADED INTERPLAY FOR PLAYSTATION Review, 8/1



OK, so you're locked in this asylum and all you've got is a really big weapon! So you just do what comes naturally! KILL 'EM ALL! YES! This game rocks! Got it!!!

Overall 91%

Do you agree with our reviews? If not, we want to hear from you. Write for: You Got It Wrong; Game Players; 1550 Old Bayshore Highway, Suite 210, Burlingame, CA, 94010 and tell us what you think was wrong with the review, the score the game should have received, and why. GP

• denotes games reviewed last month

NAVCAR

Museum for PlayStation; review, 8/10

This game isn't a TRUE flight sim. In today's modern dogfights, one missile can take out a plane, not the three required here. But otherwise, this game is a definite must-have for all PlayStation owners! Let's rock and roll!

Overall 84%

AGILE WARRIOR

Virgin for PlayStation; review, 8/1

There may be people out there who will enjoy this, but we can't understand why. The plane is anything but agile, the weapons systems aren't accurate, and the whole game moves way too slow. What's really missing here is the fun!

Overall 50%

Interplay for 3DO; review, 9/1

Here's a sequel where the developers fixed about half of the problems the original had. The game looks great and the camera angles really set the mood, but the game still controls like crap. It's not a bad game, it's just really hard to work through.

Overall 81%

BALAZ

Panasonic Software for 3DO; review, 8/11

This version of the bouncing browser corrects all of the previous versions' problems. With a bigger selection of moves, a faster processor and an expanded color palette, this is the version to own. Still doesn't compare to Tekken or VF, though...

Overall 82%

Acclaim for Super NES; review, 8/11

Here's another side-scrolling action game based on a big summer movie. While Batman and the Boy Wonder are digitized very nicely, the gameplay leaves a lot of fun to be desired. The music is good, but there isn't much else to this game. Holy Yawns, Batman!

Overall 59%

BATTLEMORPH

Atari for Jaguar CD; review, 9/1

This title is a must-have for all Jaguar owners! While it's a bit tough to handle at first, after just a few minutes you'll be flying like an old pro. The ability to fly anywhere (even underwater!) really gives this game an edge! You need this one!

Overall 85%

Star Trek: Voyager

JVC for Super NES; review, 8/12

While some adult gamers may find this a bit too childish for their taste, the gameplay, the sheer size of the game, and the big, complicated mazes make for hours of fun. It's kinda like Star Trek performed by the Muppets!

Overall 76%

BLACKFIRE

Sega for Saturn; review, 8/12

This is one of those games that have all the right elements for greatness, but somehow those elements never quite get melded together in the right way. It's got good controls and great music and sound effects, but the rest never quite clicks.

Overall 71%

BREATH OF FIRE 2

Capcom for Super NES; review, 9/1

While the original *Breath of Fire* was a decent game, this sequel just isn't that great. The game is pretty slow and has a bad habit of letting you know what to do next, while not giving you a clue about how to do it. This game can make you irate.

Overall 66%

WHAT YOU THINK

I can't believe you rated Daytona so much higher than Ridge Racer! When you said Daytona had some draw-in, that was the understatement of the year!

— Jim Day
Ottumwa, IA

CRITICISM

Vic Tokai for PlayStation; review, 9/1

Not only did this game win an award for best opening FMV sequence, but its beautiful graphics and cutting-edge sound effects are sure to captivate you. While the game controls score high in innovation, their functionality leaves something to be desired.

Overall 81%

Sega for Saturn; review, 8/11

Rise your towel over on a variety of different worlds against a whole bunch of heavily-armed bad guys. While there is a slight problem with late draw-in, the gameplay makes for a bunch of fun! This is pretty much a must-have for Saturn owners!

Overall 82%

D

Panasonic for 3DO; review, 8/11

Any game that starts out with a doctor going crazy and shooting everybody in the hospital is alright by us! This totally scary game has beautiful graphics, creepy music and a twisted storyline. The only problem is that the game ends too fast!

Overall 80%

Demon's Destruction

Panasonic for 3DO; review, 8/11

Alright! Get lost in space with Tia Carrera and a whole bunch of nasty, carnivorous things! While most FMV games are a real drag, this is a pretty cool, with excellent graphics and some exceptional sound effects. Did we mention Tia Carrera?

Overall 73%

DARK LEGEND

Data East for PlayStation; review, 8/11

Here's another 2-D fighter that might have made everyone go bonkers a few years ago, but has since been supplanted by those hot next-gen 3-D fighters. But any game with a 'Flying Fish Of Death' in it can't be too bad...

Overall 62%

Data East for PlayStation; review, 9/1

If you like doing a lot of exploring and puzzle-solving, then this is the game for you! Try to debug the space station's computer in time to prevent the alien invasion. Basically, this is a shooter with brains and a 'Hot, Great music and sound, too'!

Overall 82%

DISC WORLD

Sony Interactive for PlayStation; review, 8/11

Here's a must-have for all graphic adventure fans. Spawned from the comic genius of Terry Pratchett, with dialogue by Eric Kile, this game is chock-full of slapstick, low-brow humor, clever puzzles and beautiful artwork. We have heard!

Overall 80%

Williams Entertainment for Super NES; review, 8/10

Doom, Doom, Doom, Doom. Now that my tympanal solo is over, let talk about this game. The graphics are blocky, mainly because the game wasn't meant to be played on so small a console. If you NEED Doom, get it. Otherwise, you're better off leaving it alone.

Overall 74%

ESPN EXTREME

Sony Interactive for PlayStation; review, 8/11

The best way to describe this game is Road Rash on rollerblades. Choose your role: rollerblades, skateboard, or even a street bike, and race across the country. Unfortunately, the game is a bit slow and lacking in strategy.

Overall 73%

FIGHT FISH

Capcom for Super NES; review, 8/12

Here's more of the same from the folks who brought you FF 2 & 4! While they've added a couple of new characters and a new play feature, it's still the same old 'Walk from left to right and hit everybody' type of thing.

Overall 68%

FLYING NIGHTMARES

Domark for 3DO; review, 9/1

If you're really a flight sim fan, then you should maybe think twice before buying this game. The game control isn't all that hot, with many maneuvers requiring multiple button mashings on a split-second basis. This game is neither dull, nor exciting.

Overall 75%

Genies For Real

Acclaim for Genesis; review, 8/12

This looks like every other boxing game out there, with one difference — it plays worse than most of 'em. Somehow the developers have managed to knock all the fun right out of this one, kinda like big George does to his opponents.

Overall 51%

NOW PLAYING NOW PLAYING NOW PLAYING NOW PLAYING NOW PLAYING

DKC2: Diddy's CONQUEST

NINTENDO 64
SUPER NES
Review, 8/12



Diddy's back—and he's got a girlfriend! This game is even better than the original DKC! This title is more fun than a barrel of monkeys! Yow!

OVERALL 94%

WORLD SERIES BASEBALL

SEGA FOR SATURN
Sports, 8/12



This is the best baseball game ever made! The US version of Japan's Greater Nine rocks the house with great graphics, killer gameplay and amazing announcer!

OVERALL 97%

EARTHWORM JIM 2

PLAYMATES FOR GENESIS
Review, 8/12



That lunkiest of Texans is back, with more of the zany antics that made the original so popular. This game is great! What are you waiting for? Go get it!

OVERALL 92%

SEGA RALLY

SEGA FOR SATURN
Review, 9/1



What we've got here is a near-perfect copy of the arcade smash! All of the cars, tracks and action are captured here for the home console. Yes!

OVERALL 92%

GARGOYLES

Desney Interactive for Genesis, review, 9/1

From out of nowhere, Disney has created one of the best Genesis games of 1995! The graphics are amazing and the special effects make this game a joy to play! While it's very similar to *Demon Crest*, *Gargoyles* is a much better experience.

OVERALL 85%

DOOM

Sega for Saturn, review, 9/1

You could consider this game as the next step in *Doom*-style shooters. The most exciting aspect of this game is that the mission objectives vary drastically from level to level. If you love first-person combat, this is the game for you.

OVERALL 81%

HIGH VELOCITY

Atari for Saturn, review, 9/1

This game came out of nowhere to be a fantastic game! The mountain tracks are some of the best ever seen in any racing game and there isn't any draw in at all. This could have been an ultimate game if you could race against more than one car.

OVERALL 84%

STUDIO 300

For 3DO, review, 9/1

This game is kinda like a cross between *Doom* and *7th Guest*. While there is a lot of shooting going on, underneath it all there is a hell of a puzzle to solve, along with some humor to keep it all moving along. Definitely worth a look!

OVERALL 83%

KOLIBRI

Sega for 32X, review, 9/1

If you've ever wanted to be a hummingbird with an arsenal of deadly weapons stashed in your beak, then you gotta check this out! Otherwise, onto the really stupid premise wears off, all you've got here is a 2-D shooter.

OVERALL 83%

Time Warner for Saturn, review, 9/1

Here's the game to get if you want to play pinball at home. This title features four different pinball games, each of which has different goals. Aside from the annoying score display that is always hovering over the screen, this is a good one.

OVERALL 74%

LIGHT CRUSADER

Sega for Genesis, review, 9/11

Here's a game that can't figure out whether it wants to be an action game or an RPG. Nonetheless, this schizophrenic behavior can turn a game into total crap, but it actually works here. The graphics are really the big draw here. Please excuse the pun.

OVERALL 76%

WORKING DESIGNS

For Sega CD, review, 9/10

The original game was funny—really funny! And now, it's back, bigger than ever! There's just one small problem, though, in the quest to make the sequel better than the original, they left out what made the game great: the humor! Still, it's worth playing.

OVERALL 81%

MANSION OF HIDDEN SOULS

Sega for Saturn, review, 9/12

This game has improved with its jump to the Saturn from the Sega CD. While it is disappointing that you have to stay on a track on your way through the mansion, the game is challenging and somewhat twisted. This is worth a look-see.

OVERALL 78%

NAUTARU: THE EGYPTIAN MYSTERY

Natsume for Super NES, review, 9/1

Back when Iwain consisted of grabbing a ship and sitting drunk in a boat for a few hours, we never suspected that someone would come along and invent a game that would take all the fun out of the sport. Well, someone has...

OVERALL 49%

WHAT YOU THINK
Screw you guys! I hate you, because you gave Doom an unfair review. It should have got a 95%. I'll tell all my friends to stop buying your magazine! (Bill—Well, looks like we just lost two readers. Damn!)
—Todd Sneathen, Sloam, IA

THE MASK

THQ for Super NES, review, 9/11

In a world full of really loosey movie license games, *The Mask* is actually a pleasant surprise. With excellent graphics, sound and gameplay, this game may be your ticket to fun this summer. That is, unless you really hate Jim Carrey!

OVERALL 82%

Activision for Super NES, review, 9/12

This is like *Desert Strike*, except that here you've got a 75-ton battle suit instead of a helicopter. The levels are frustratingly hard, so the password option is greatly appreciated. The controls aren't exactly smooth, either.

OVERALL 55%

MEGA MAN X3

Capcom for Super NES, review, 9/1

Once again, Mega Man is back with more of his familiar side-scrolling action. This time, Doctor Willy is dead and an evil robot is running the show. You do have the option to play as Mega Man's buddy, Zero. If you like MM, get this game.

OVERALL 81%

MEGA MAN

Capcom for Super NES, review, 9/10

Mega Man. Mega Man. Mega Man. Mega Man. Mega Man. Mega Man. Man. Is that seven of 'em? These games are so much alike in graphics, gameplay, plot and music, that you have to wonder why they keep making more of 'em.

OVERALL 68%

MORTAL KOMBAT 3

Sony CE for PlayStation, review, 9/11

While this looks just like the arcade version, it's anybody's guess how long 2-D fighters are gonna stay on the scene, with all of the next gen browsers out there. But MK3 is still a good-looking game, and a challenge for gamers of all levels.

OVERALL 77%

NOVASTORM

Sega for Saturn, review, 9/1

Here's the first, true RPG for the Saturn, and Brother, it's a good one! Known as *Riftward* in Japan, it's gonna generate massive sales here in the US. The controls are seamless and the 3-D characters and landscapes are awesome!

OVERALL 81%

NOVASTORM

Sony Interactive for PlayStation, review, 9/11

This game sucks. There it is, in a nutshell. The graphics suck, the controls suck, the gameplay sucks. Hmm, let's see... That must mean that this game... SUCKS! Yip, that just about says it all, but just in case you didn't understand me, this sucks, D&C.

OVERALL 45%

Crystal Dynamics for Saturn, review, 9/11

If you crave lots of teeth-chattering, off-road racing action, then this is just the thing for you. The conversion to the Saturn really sharpened up the graphics and the port-over didn't lose any of the original game's speed. Get some, Bubba!

OVERALL 71%

PANZER GENERAL

SSI for 3DO, review, 9/11

Here's a game of a good time in planning the ultimate subjugation of all of Europe through the use of armed force, then, Siegfried, this is your ticket to Valhalla! Crush the Allies! First Europe, then the world!

OVERALL 93%

Activision for 32X, review, 9/10

Little Harry is back and as jungle-happy as ever in this installment of the venerable Atari 2600 game for the 32X. Swing from vine to vine and, if you're lucky, you can find and play the old, beloved original version, which is hidden in the game!

OVERALL 62%

PITFALL: THE MAYAN ADVENTURE

Atari for Jaguar, review, 9/12

While this isn't a bad game by any means, it is getting kinda old. There's some smooth animation and bungee jumping is always fun, but this game has been out for over a year. You can still play the original game, though!

OVERALL 71%

Acclaim for Genesis, review, 9/11

Well, Ruggi! Everyone's favorite mystery-solving dog is back in his own adventure and guess what—it's just like the TV cartoon. The game is kinda fun, although in parts the gameplay kinda drags. Some of the levels are kinda frustrating, too.

OVERALL 61%

NOW PLAYING NOW PLAYING NOW PLAYING NOW PLAYING

VIRTUA FIGHTER 2

SEGA FOR SATURN
Review, 99%



There's many very good reasons why this game has been given our highest score ever! If you own a Saturn and you don't buy this game, you're just plain stupid!

OVERALL 99%

BUYING BY MAIL

Buying by mail is dead cheap. But to make mail-order as painless as walking into a store, take a few precautions and follow these tips...

- First, read the ad carefully, including the small print. Check to see how long it takes for delivery. Mail-order companies often take 4-6 weeks to fulfill orders, so make sure you give them that much time.
- Check out the company. Have any of your friends used it before? What kind of service did they get at the time? If necessary, contact the Better Business Bureau (use the one located in the same city as the mail-order company). Better Business Bureau log complaints against companies and can tell you the types of problems — if any — that have been encountered. Look in the Yellow Pages for the BBB's telephone number.
- Contact the company to check on availability. They may be offering MK II, but that doesn't mean they're expecting it next week. Companies never get products before they're available in stores unless they're selling foreign versions. Don't send your money without giving them a call.
- If possible, pay by credit card. For one reason, credit cards aren't charged until the

merchandise is sent. And if you don't receive your goods, the credit-card company is responsible for refunding your money or crediting your account. If you don't have a credit card, use a personal check and consider mailing it by recorded delivery so it can be traced. Never send cash through the mail. Be wary of money orders, — they can be hard to trace. — Once you've ordered your game, retail it be sent out within the stated delivery time. DON'T call the mail-order company every day to find out what's happening. • Inspect your order as soon as it arrives. If it's incorrect or the product(s) is defective, file a complaint with the mail-order company immediately. If it has been damaged in shipping,

contact the postal service that delivered it. Use recorded delivery on any returns. • Some companies offer a trading option so you can send them your old games for a discount on new ones. If you use this service be sure to use some form of recorded delivery. We can't guarantee the reliability of any mail-order company. If anything goes wrong, contact the mail-order company. Your contract is with them — we have no record of your dealings, so we can't help. Most mail-order transactions are trouble-free. But if you've experienced problems with companies advertising let us know by writing to: Customer Service, 1350 Old Bayshore Highway, Suite 210, Burlington, CA, 94010. We don't want to deal with dissatisfied companies any more than you.

SECRET OF EVERMORE

Sonya Soft for Super NES; review, 89%
Our resident RPG guru, the inimitable Jeff Lundrigan, really likes this game's graphics, music and sound effects. The game is really big, and the gameplay is an incredible ride. The one problem is that the lead character doesn't seem to give a damn about anything.

OVERALL 88%

Accolade for Genesis; review, 89%

What we have here is the sequel to Mortal Kombat, and while it's a good game, it's still pretty much the same thing as the original — lots of running left-to-right and hitting a whole bunch of cloned bad guys. This game is real repetitive.

OVERALL 86%

SHINOBI LEGIONS

Vic Tokai for Saturn; review, 81%

This isn't so much of a new game, the developers actually used the style of the Saturn to polish and define the game of Shinochi. The sword fighting is exceptional, with some great blocking and flash moves. Bananal

OVERALL 80%

Maxie for Saturn; review, 81%

Create your own city and provide municipal services for a bunch of little people who will desert you faster than rats leaving a sinking ship if you don't keep 'em happy! The interface screens will take some patience, but it's still a great game.

OVERALL 72%

SPAWN

Accolade for Super NES; review, 81%

This title is based on one of the hottest comic book properties around, but the gameplay isn't exactly new. This is one of those titles that are generally collected by fans of the comic. The controls are easy, but the game is somewhat lacking.

OVERALL 55%

Accolade for Super NES; review, 81%

If the real Spidey had run around like the rat in this game, Sylvester would've eaten him up a long time ago! Spidey's trademark "Ame! Ame! Ame!" sounds like it was yelled by a perkiot on hellium! Aye, Curmbat! This one, she is not too good. I think!

OVERALL 50%

STRAH

Panasonic for 3DO; review, 81%

Here's a game like Dragon's Lair, with only eight scenes in it! And did this — they even tell you what moves to make and what direction to make 'em in! Mar, is this great, or what? But the best part is that you can beat the whole game in ten minutes! Wow!

OVERALL 40%

Atari for Jaguar; review, 81%

While the tricks in this game are all pretty much the same, and the graphics lean definitely towards the minimalist, this game isn't a bad choice for any Jaguar owner. Why, you can even pick which bive you want to ride.

OVERALL 73%

Toy Story

Disney Interactive for Genesis; review, 81%

While this game may be geared to a younger audience, it's hard to ignore its technological achievements. It runs very well on the Genesis, and has a great storyline and very cool gameplay! This looks and plays better than Clockwork Knight!

OVERALL 87%

Sony Interactive for PlayStation; review, 81%

While this game may be geared to a younger audience, it's hard to ignore its technological achievements. It runs very well on the Genesis, and has a great storyline and cool gameplay! This is better than Clockwork Knight!

OVERALL 90%

WHAT YOU THINK

What the hell are you doing? MK3 should have got a 100%! It is the best game in the world! (Bill — We know what the hell we're doing... and no, we're NOT wrong!)

— Michael Gordon,
Two Rivers, WI

ULTRA VORTEN

Atari for Jaguar; review, 81%

Here's yet another fighting game that borrows so heavily from other, established brawlers that the only question you can ask is: does it do a good job of borrowing? Well, in this case, the answer is yes, but with only seven characters, there's not much variety.

OVERALL 62%

Sega for Genesis; review, 81%

While this game may not be the 'most revolutionary' game of all time, it is a truly great action game. The fighting effects are simply amazing and the sound effects are stellar. Great, but not 'revolutionary'.

OVERALL 90%

VIRTUAL MYDLIE

Atari for Saturn; review, 81%

This is an RPG that's trying to break new ground. From the slow, stiff way the characters move, I'd have to say that the ground they broke was in a graveyard. This game just seems like it was released before it was completely finished.

OVERALL 71%

Sega for Saturn; review, 81%

Let's see... You're a cop and all you do is run around and blow away all the bad guys. THAT'S GREAT! This game has some very intense shooter action! It's too bad that the Stunner will be bright orange in color.

OVERALL 92%

VIRTUA FIGHTER

Sega for 32X; review, 81%

This version of the red-hot fighter pretty much saves 32X owners from those embarrassing situations that inevitably follow the statement 'I own a 32X'. This version actually has more fun than the original game. Enjoy!

OVERALL 86%

Sega for Saturn; review, 81%

Sega takes its own bit out of the fire with the fantastic remake of its originally bloody-looking brawler. The action is fast and smooth, while the characters don't look like they were made out of pencils anywhere!

OVERALL 94%

VIRTUA RACING

Time Warner Interactive for PlayStation; review, 81%

While this game isn't as dazzling graphically as other racing games for the Saturn, there's some new tracks, which are really lengthy, and the go-cart option is always a favorite. This game is a must-have for racing fans everywhere!

OVERALL 80%

Sony Interactive for PlayStation; review, 81%

Fly the deadly sheik in a vehicle best described as a Sherman tank with wings! Yaas-hoo! This is one game that really shows off the power of the PlayStation! The only drawback is there's only six levels.

OVERALL 92%

WILD C.A.T.S.

Playmates for Super NES; review, 81%

This game borrows heavily from lots of other TV cartoon-based games. There's not much new here and the music and sound effects are particularly bad. All you'll get out of this is ten really sore fingers and a bunch of regret.

OVERALL 50%

Speedy 3DO for 3DO; review, 81%

This game is really funny — in an Iron Curtain, wall-in-line-all-day-for-moldy-bread kind way. The only problem with this kind of game is that once you play it all the way through, you've seen all the jokes. That's why Communism failed.

OVERALL 70%

ZOOZ

Viscom New Media for Super NES; review, 81%

This puzzle game is actually so simple that it ceases to be much fun to play. It's simply a matter of matching the correct colors and shapes together. If you can clap your hands together, the odds are that you can beat this game.

OVERALL 74%

Sony Interactive for PlayStation; review, 81%

Take a whole bunch of suicidal little rodents, make 'em 3-D, and watch 'em kill themselves away. That's about the size of this game. While this game qualifies as a good trick, some things are better left unchanged. The lemming's-eye view is good for laughs.

OVERALL 72%

Arcades

There's this place that's kinda like a combination of the Dentist's office and a dark alley! You know, it's where you go to hear all kinds of weird machine noises and screams, while losing all your money! That's right — it's the Arcades!

Cybertroopers

SegaFor Arcades

At first glance, you might think that *Cybertroopers* is another *Cyberstet* clone, but the new elements of gameplay and graphical superiority make it much, much more. Just like *Cyberstet*, *Cybertroopers* is a two-player combat game that features two joysticks with two-buttons on each stick. You maneuver the sticks to make your character move left, right, etc., and use the buttons for turbo and one of four attacks. The big difference is that you can take to the air via a jump. This makes for some great gameplay like hiding behind a building to avoid being hit and then jumping into the air and unleashing a bar-

...or you can stay back and fire projectiles from the air or ground.



You can move in close for a little "mechanized-hand-to-mechanized-hand" combat...



rage on your opponent.

Instead of tanks like *Cyberstet*, *Cybertroopers* features mech-robots. There are 8 characters to choose from (Dorka, Fei-yen, Belgior, Vperli, Bal-has-bow, Apharmd, and Raiden), and each character has their own style of attacks. Some are faster, some are stronger, but there really isn't a lot of personality in any of the robots that would make one your favorite, like a traditional fighting game.

The graphics in *Cybertroopers* are gorgeous and some of the arenas are excellent, but the key to this game is fighting head-to-head linked with another player. The one-player game just doesn't seem to have enough life. We'll report back on this one after we've had a chance to lose a few more quarters in it.



The Line

Extra Play has now been added to the arcade section so that we can give you a better look at the hottest arcade games out there. We'll still get you the first screens and looks at games that aren't even out, but we're also going to go back and make sure these games stand up to the test of time. • *VF3* is still shrouded in secrecy, but word from Japan has the game including interactive backgrounds and possibly even some weapons. There'll be torches and things like that in the background that can be used for slamming your opponent into or even picked up and used as a weapon. We also saw a mysterious screen shot that had Akira holding a whip — what this means we're not sure. However, we are certain *VF3* will reinvent the fighting game. • Hey, even though many arcades are now charging \$1 per game, and while that's not the quarter many of us are used to paying, it's still affordable and worth the trip (of course, I don't spend my own money, so I could be biased).



There are eight different robots, but none of them has much personality.

Soul Edge

Namco

We brought you the exclusive first-look at Namco's sword-clashing fighting game and promised it would be an experience worth waiting for. Recently, *Soul Edge* went on test and it is every bit as impressive as expected. The

frame rate is only at 30 frames per second (compared to *VF2*'s

60fps), but with the beautiful moving backgrounds and smooth characters, you don't even realize the difference.

With either staff or sword, these guys mean business!

There's no slowdown and there's never a point where you wish the game was moving faster.

The characters are smoother than any fighting game to date, less blocky than *Tekken* or *VF2* and more human

looking. There are 8 steel-wielding fighters to choose from — Selin Mina: a female warrior with a staff, Sphtia: a Valkerie female warrior with a short sword and shield, Mitsurugi: a Shogun with a Shogun sword, Rock: a bear-headed muscular warrior with a huge battle axe, Taki: a female assassin with a short sword, Siegfried: A French knight with a two-handed sword, and Voldo: A bald Italian guy with weapons similar to Freddy Krueger's.



Extra Play

Here in this section of Arcades, we go back and give some games more play, so we can let you know how they hold up to the test of time. Does the game have life

beyond the initial flash? Does the game get better, despite its initial disappointment? Basically, we tell you if these games are worth going back to the arcade for or not.

Fighting Vipers

Sega

At first, this game's goofy character design didn't impress us. However, a quick trip to the arcade — and several hundred company quarters later — we found *Fighting Vipers* to be a very worthy game. The inclusion of walls brings a completely new dimension to the fighting game. Whether it's continually slamming your opponent against a wall or climbing up a fence for a high attack, *Fighting Vipers* has plenty of depth. I still don't want a fighting character that looks like Def Leppard's guitar player, but the action in this game is good stuff. It's definitely worth another trip to the arcades.



After a bit more time playing *Fighting Vipers*, we found it to be a very satisfying experience.

Alpine Racer

Namco

The impressive high-speed racing was the initial attraction of *Alpine Racer*, but the depth lies in the difficulty and the treacherous slalom course. Doing the downhill is fun, but to keep playing this game over and over, you have to venture to the tight turns of the slalom course. *Alpine Racer* will never have the replay value and life of other racing games because you can't link them some up and race against a friend, but what's here is more great fun. Don't get scared off by the imposing set-up of *Alpine Racer* — this game is for skiers and non-skiers alike.



You knew it was pretty, but did you know that *Alpine Racer* is one tough game? It's time you found out.

But possibly the most amazing part of *Soul Edge* is the light-sourcing. In the midst of fighting it will turn from day to night, complete with longer shadows and a starry night. The characters' looks change depending on what part of the battleground they are on, just like they would in real life. The fighting features sword clashes, 3-D movement, throw moves, and a large variety of combos and attacks. Also, you can attack an opponent on the ground like *VF2*.

We haven't had a chance to play this one through to find out the depth of gameplay, but upon initial impression '([expletive of your choice here] awesome)' just about describes it.



When fighting with knives, the winner is quick and to the point!

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CHEAT SHEETS

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Diddy's back and we've got all his secrets on page 90!

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DONKEY KONG COUNTRY 2

DIDDY'S KONG QUEST

Get that monkey off your back!



Use Diddy's roll off the edge, then jump to get his best distance jump.



DIDDY

Diddy is back, with the same abilities as last time and, while he's really not as useful as Dixie, he'll do in a pinch. His only advantage is that he carries things in front, so they protect him.

DIXIE

Diddy's female companion has got everything Diddy has and more. Her twirling hair gets you past many a tough spot. You almost always want to have Dixie as your lead character.



Press the A button and the monkey is literally on your back. Press Y to throw your buddy. The directional pad controls where the throw goes. Press straight up to reach high areas.

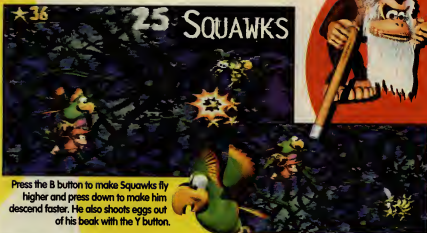
TEAMWORK

Using Diddy and Dixie together is a great way to reach high platforms, hit bonus levels, destroy enemies, and collect icons.



Jump in the air and hold down the Y button to float Dixie over possible trouble.

★36 25 SQUAWKS



Press the B button to make Squawks fly higher and press down to make him descend faster. He also shoots eggs out of his beak with the Y button.



He's basically the same as last time, except you can power up a super stab to find secret areas.

To find secret areas or gain speed for a super jump, power up Rambi's charge with the A button.



ENGUARDE



RATTLY

This new animal's springy tail takes you to areas the monkeys couldn't go. Power up your super jump with the A button for that really big jump.



Easily the coolest new animal. Press the A button twice to lay a platform or press the Y button to shoot enemies. Its platform-laying can take you nearly everywhere.



SQUITTER



CRANKY'S TIPS

Why pay for Cranky's help when you can get it for free? All of his advice through the first five worlds should help you find quite a few bonus areas.

GANGPLANK GALLEON

Pirate Panic — Try using the team throw at the start. Lockjaw's locker — below the letter K, you'll find a reward, if you avoid the danger.

Mainbrace Mayhem — Jump for joy when crossing the longest horizontal rope.

Pirate Panic — I reckon the door at the bottom of the tall wall looks mighty flimsy.

Gangplank Galleon — Those big blue goons ain't guarding that huge stack of barrels for nothing!

Knock 'em off and get up there!
Topsail Trouble — A hook, stop and jump is all you need to look for near the two dragonflies above you.

CROCODILE CAULDRON

Lava Lagoon — Below the first seal, you'll find something worth getting your fur burnt for.

Hot-head Hop — Is it my eyes, or is there just one chest at the start?

Red Hot Ride — Take it easy! Let the rhino use his head to get you through the first half.

Hot-head Hop — A trek towards the Klobber with the spider is worth looking up.

Kramer's Klam — Right is right, right at the start.

Squawks Shift — Those two hook-throwing villains opposite each other are protecting something. I'm sure of it!

KREM QUAY

Barrel Bayou — Find the only Krockhead stepping stone and you'll find your buddy Rambi.

Bramble Blast — With only the dragonflies left, I'm sure you'll be alright.

Slime Camp — When nearing the top, the ability to walk on water reveals all.

Glimmer's Gelson — It might be dark and spooky, but don't let it get you down immediately.

Rattle Battle — Are you up to it at the start?

Bramble Blast — After four spinning barrels, all that's left is left itself.

KRAZY KREMLAND

Hornet Hole — An eight-legged friend would go halfway to helping you here.

Rambi Rumble — Don't be in a hurry to enter Rambi's room. Think things over.

Bramble Scramble — The fruit is always fresher on the other side of the thorns. Jump to it!

Target Terror — It's his track, so watch the Kremling car carefully. He might be down, but he's on his way out, for sure.

Rambi Rumble — A charge down the last straight with Rambi will ensure a crushing victory.

Hornet Hole — Start with a hook, stick and jumps, and you're bonus bound!

GLOOMY GULCH

Ghostly Grove — Things are starting to look up on this level.

Parrot Chute Panic — Here's a tip that I think is great, the door is by the Klampoon and so is the crate.

Web Woods — Finishing this level is cause for celebration. By all means, go over the top.

Haunted Hall — Where you find one, there may also be two.

Parrot Chute Panic — To the left of the letter O is where you should go.

Ghostly Grove — K. Root is no fool. He has got two big blue goons watching his horde near half-way.

WRINKLY KONG

Kram, the Kong even charges you for advice, but avoid paying her by using this list of Wrinkly Kong hints. Most of her help is pretty basic, but she will save your game for you.

GANGPLANK GALLEON

Kong Coins — A gold coin with a bunch of bananas on it. Collect these and spend them in the various Kong Family locations found throughout the island.

Swimming — Press the B button to swim. Pressing Up or Down on the directional keypad while swimming or floating will affect the speed that you sink or swim.

End Of Level Target — Jump on the target to finish the level. If you jump from a sufficient height, you win the displayed prize. Rambi's Supercharge — Press and hold the A button to power him up, then release it for his supercharge. Use this to destroy enemies and break open hidden doors.

Character Team-up — If you have both characters, press the A button to team up. You can throw your partner to defeat enemies and reach inaccessible features. Press A again to split up.

Area Guardian — Throw Krow's eggs back at him. He hates it!

CROCODILE CAULDRON

Ratty the snake — To make your snake buddy jump in mid air, walk off an edge and press the jump button as he falls.

Rope Climbing — Press and hold the Y button when you are on the ropes and you'll be able to climb up and down faster than you normally would.

Kong Letters — Collect all four of these on any level to earn an extra life!

Squittlers Web Platform — To create a web platform, press the A button or either of the top L and R buttons. Press the button again to stop the web and form a platform in the desired position.

Kremkoins — For every bonus level you complete, you will get one of these. Collect a whole bunch of 'em and you can use them at Klubba's Kiosk.

Area Guardian — When you tilt Kiewer, quickly get across to the other side before he gets angry.

KREM QUAY

Animal Barrels — Jump in these to transform into the animal shown on the side of the barrel.

Jumping on Enemies — If you hold the jump button down while jumping on an enemy, you will bounce higher and farther than you normally would.

Extra Lives Balloons — There are three types: Red is worth 1 life, Green is worth 2 and the rare Blue balloon is worth 3 lives. **Ratty's Super Jump** — Press the A button to power him up, then release it to activate his superjump. Use this to access normally unreachable areas.

Cranky's Hero Coins — A very large coin with DK on it. Each level has one, cunningly hidden by Cranky. Collect these to increase your status as a video game hero.

Area Guardian — When Kudgel lands, he'll shake the screen and immobilize you! Be careful!

KRAZY KREMLAND

Secret Doors — Doors are hidden on the sides of walls and can be broken into by throwing different objects or your animal buddies at them.

Roll Jump — Press Y to roll off an edge, then press B to jump as you fall. You can increase your jumping distance this way.

Area Guardian — Destroy the small zinger and his drones quickly, or they'll reappear after a while.

GLOOMY GULCH

Secret Passages — Walls that look solid could contain secret passages that you can use to access hidden areas or shortcuts.

Bonus Levels — Each level has between one and three of these. Complete all the bonuses on a level to gain 1%.

Area Guardian — Jump on the different colored Mini-Neckys to gain the necessary objects to fight the ghost of Krow.

GANGPLANK GALLEON



BONUS AREAS



Pirate Paric

Go down for this Banana and to the right for a bonus area.

Use Rambi to crush down this door.



Mainbrace Mayhem



Jump up for this banana and a barrel appears to shoot you for a extra life balloon.



Pick up this cannonball and go for the cannon for a bonus level.



Throw your buddy up here to get in the bonus barrel.



Gangplank Galleon

Knock off the big blue guys, then go to the top of the barrels for a bonus level.

Go straight up at the start for a bonus barrel.

Keep super-jumping up the mast, until you come to this bonus barrel.

Topsail Trouble

After losing Ratty, jump off this rope to find a hook, then jump off the two bugs to a bonus barrel.

Boss Tips



Krow is a real easy boss — just jump on his egg.



Grab it and throw it at him. He moves faster and then starts tossing eggs at you. Avoid getting hit and it's an easy win.

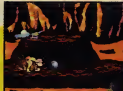
CROCODILE CAULDRON BONUS AREAS



Hot Head Hop



Throw your buddy up at the start and you'll find a green lives balloon. To gain as many lives as you want, press start and then select, then push restart to get infinite lives.



Use this crate to kill the croc, then grab the cannonball and take it to the cannon for the bonus level.



Right after getting Squitter, platform your way up to collect a bunch of bananas and a hero coin.

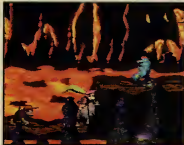


When you see these ascending bananas, platform up and to the right to find a bonus barrel.



After getting what fast the barrels, go up to this bonus area.

Red Hot Ride



Take Rambo over the first wave of balloons, charge the first land you see and find a bonus area.

Kannon's Klaim

At the start, go straight right and use Dobe's hair spin to get to this bonus barrel.



Throw your buddy up and over to reach this bonus barrel.

1

Boss Tips



To beat Kinn, you have to use Dobe and her hair swirl. He'll throw three fireballs.

2

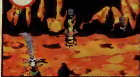
After the last fireball, a cannonball will drop. Immediately hit him with it.



4

Pick up the cannonball there and do the same thing in reverse.

3



Then jump quickly to the right, using the hooks and Dobe's hair to get to the other side.

6

Now swing across to the other side, grab the cannonball, hit him, then hurry across to the other side and do the same thing.



5

Now Kinn will come after you. When he goes like this, count one one thousand, then jump right.



7

One more time and he explodes! This takes some fast jumping and good timing.



Pay the big guy some coins and you get access to the lost world and the toughest levels around.

KLUBBA'S KIOSK

To get to the *lost world*, you have to find and defeat at least 15 Kremkoin. Once you get those, you can access the lost world from any level. Pay up and get ready for some tough levels.



KREM QUAY BONUS AREAS

Barrel Bayou



Quickly throw your buddy into this bonus barrel before the ghost throws a bee over it.

Go left immediately and pick up an extra life and a coin by tossing your buddy over the zingers.

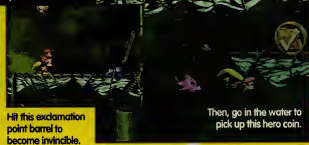
Krockhead Klamber



Stime Ctime



Grab this cannonball and bring it with you to the cannon on the left for a bonus level.



Hit this exclamation point barrel to become invincible.

Then, go in the water to pick up this hero coin.

Bramble Blast



If you're hungry through this section, you get a 1-up balloon.

Boss Tips

Kutlass jumps from side-to-side three times before you can attack him.



Grab the TNT and throw it at him from afar. Repeat this two more times.

Now Kutlass jumps to one side, then jumps after you. Go to the edge of the screen and jump underneath him with Dade's hair float.



Make sure you're not on the ground when he lands or you'll be frozen.



Now pick up the TNT and hit him. Repeat four times and he blows up real good.

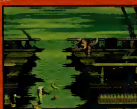


Rattle Battle



Jump up right at the start and you get a serious cash and banana loop. Keep doing it over and over again until you're rich and have plenty of lives.

Go down for this banana, then to the left for a bonus area.



Go down under this Zinger to the right and you'll find a hero coin.

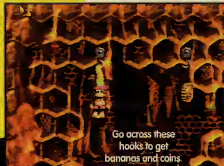


Do a super jump up here and find a bonus barrel. Cool!



Throw your buddy up to this hook, then climb the honey walls up to the top.

Harriet Hole



Go across these hooks to get bananas and coins.



Go into this door for a bonus area. Keep repeating this to gain more lives and coins.

Down below the first bonus area is another one.



Target Terror



Time your jump going down this hill to get to a bonus barrel.

Follow the Kremling down to uncover a bonus area.

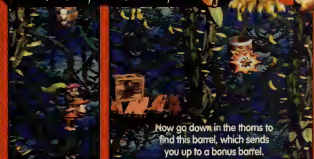
If you have no buddy, use the Cat-O-Nine tails to get up to the bonus area — otherwise, throw your buddy.

Get the cannonball and time your jumps across to get in the cannon for a bonus level.



Mudhole Marsh

Bramble Scramble



Now go down in the thorns to find this barrel, which sends you up to a bonus barrel.

Get this exclamation point barrel by tossing your buddy into it.

Knock out a zinger and go down this hole to get a buddy, a coin and a bunch of bananas.

Rickety Race

Throw your buddy up on the platforms before the race begins to get a bonus level.



Boss Tips



Wait for the big Zinger to go over your head, then nail its stinger with an egg. Do this three times and he changes his pattern.



Now he shoots three bursts of spikes. Move in between them, then hit him three more times.

Hit him twice — the first one stuns him, the next finishes him off.



Now he becomes a smaller Zinger with three drones. Kill the drones with one hit each.

DONKEY KONG COUNTRY 2 DIDDY'S KONG QUEST KONGTEST



A long, long time ago, we ran a contest in **GAME PLAYERS** called "GOIN' BANANAS FOR DONKEY KONG COUNTRY". It was a cute little thing, as contests go, and attracted quite a bit of attention. There was a winner, and everything was good. Nice, huh? Well, that was then...

AND THIS IS NOW!

GAME PLAYERS, in cooperation with Nintendo, is proud to present the **LOOK WHAT I MADE WITH ALL THESE BANANAS!** contest!!!! The idea is really simple (and kinda stupid—just the way you like 'em!): make a sculpture of a character or a scene from Nintendo's Donkey Kong Country 2: Diddy's Kong Quest using mostly bananas. It's OK to use other fruits and vegetables for decoration, but your sculpture must be made primarily of bananas and show a character or a scene from the game! Next, take a picture of your edible creation and send it to:

LOOK WHAT I MADE WITH ALL THESE BANANAS!

GAME PLAYERS,
1350 Old Bayshore Highway, Suite 210,
Burlingame, CA, 94010

It might be a good idea to eat your sculpture after you take the picture. Failure to do so could result in serious penalties! All entries must be received by **April 1st, 1996**. And why should I make a mess of the kitchen (or dining room, or living room, or bathroom) anyway, you might ask. Well, the answer is really simple — **YOU COULD WIN THESE COOL PRIZES!**

1 GRAND PRIZE

— 1 Super NES Donkey Kong Country Set, 1 Donkey Kong Country 2: Diddy's Kong Quest game pak, 1 Donkey Kong Country 2: Diddy's Kong Quest player's guide (retail value \$150.00)

10 SECOND PLACE PRIZES

— 1 Donkey Kong Country 2: Diddy's Kong Quest game pak (retail value: \$70.00)

15 THIRD PLACE PRIZES

— 1 Donkey Kong Country 2: Diddy's Kong Quest player's guide (retail value: \$11.00)

What more could you want? Oh, OK, we'll even put some of the winning pictures in an upcoming issue of **GAME PLAYERS**. There, now are you happy? Good! We'll pick the 26 winners on April 2, 1996 and award all of the prizes. Now here's a few words from our legal staff. Please read them.

THE LEGAL STUFF

No purchase necessary. Contest is open to residents of the United States and Canada with the exception of employees of Imagine Publishing. To enter, send a photo of your banana mess... uh, sculpture, along with your name, address, age and phone number. Multiple entries are prohibited. All entries become the property of **GAME PLAYERS**. All taxes are the responsibility of the winner.

No cash substitution is allowed. Offer void where prohibited, regulated or restricted by law. All entries must be received by April 1st, 1996. Imagine Publishing is not responsible for lost, misdirected or unselected entries. Editor's choice is final. Odds are determined by number of entries received by contest deadline.

Winners will be selected by random drawing on April 2, 1996. This contest is brought to you by Imagine Publishing and Nintendo of America. ©1996 Nintendo of America. Donkey Kong Country 2: Diddy's Kong Quest® is a trademark of Nintendo of America, Inc.





SEGA RALLY

Championship

TURN, TURN, TURN

The real key to success is mastering the game's vicious curves!

Thanks to the help of your co-driver, you never have to wonder about the severity of an upcoming curve. Now, the only thing you have to know is how to handle the differing degrees of turns that are thrown at you, one after another. Of course, it's important to remember that no two curves are exactly the same, but there are some general guidelines that should help you to get started.



When your co-driver calls-out on 'Easy' turn (signified by a blue arrow), the important thing to remember is that there is no need for brakes or any sliding. Try to anticipate the turn as much as possible and then cruise right through.



If your co-driver tells you to 'Stay' to a certain side (signified by a red arrow), expect a pretty severe change of direction. These curves don't always require braking, but to avoid trouble, you at least want to consider letting up on the accelerator.



If you hear about an upcoming 'Medium' turn (signified by a yellow arrow), you have to use the brake to get through without tagging a wall. The best way to handle 'Medium' turns is to release the accelerator, hit the brake just long enough to angle your car through the turn, then hit the gas again and power slide through the curve.



The final type of curves are the ones preceded by a 'Caution' warning (signified by a red arrow). These are generally hair-pin turns and are not to be taken lightly. In fact, making it through a



'Caution' turn will essentially require coming to a near standstill, straightening-out and then taking off in the right direction.

POSITIONING YOUR CAR

An important tactic to passing and staying in front of your competitors is in positioning your car to play off your opponents.



Getting inside an opponent on a turn allows you to turn tighter by using them as kind of a guard rail. Bumping off an opponent's car slows you down a little, but not as much as hitting a wall or getting stuck behind a car.



Though it's not easy without a rear-view mirror, try to stay in front of a car that's cutting up from behind—it might give you an added boost, should they hit you while trying to pass.

JUMPING

From the Desert track to the hidden Lakeside track, jumping is an important part of Sega Rally Championship.

Outside of just enjoying the view of a rolling country, there are a few things to remember if you're going to use the jump to your advantage. The first involves timing up for the landing. Another is using centric jumps to get by an opponent's car. Finally, you have to consider the effect of the small, almost indistinguishable bumps in the road that are likely to send you off in the wrong direction if not properly anticipated.



The most important part of leaving the ground in Sega Rally Championship is to be sure your tires are turned in the right direction when you hit the ground. Turning in the air is the only way to be sure you'll go the way you want when you land. Otherwise, you'll hit the ground heading directly into a wall or worse!

While you won't always be able to pass other cars in the air, never rule it out as an option, as it's often easier to go over than around.



Tiny bumps on the road can throw you off-course. Stay in the middle of the track to avoid these trouble spots.



STARTING

Getting the best start possible is both essential and easy.

Getting a good quick start on any of the tracks is a key part in racing a competitive race. Fortunately, getting a speedy start in Sega Rally Championship takes very little in the way of talent.

Before the race starts, simply hold down the accelerator and let the tachometer max-out. Keep it wide open until the race starts and you get a good jump on your opponents.



DON'T BE ALARMED!

The time



up-to-date news

equipment reviews

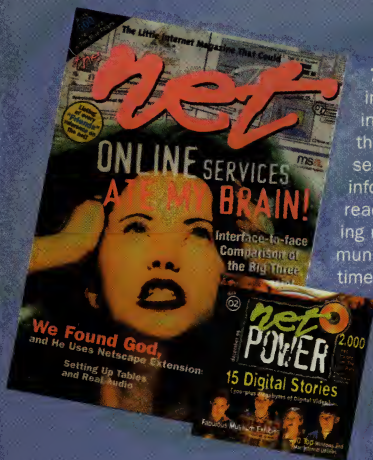
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5FWR7

CODE BREAKERS



As the saga continues, we find our mighty editor, Patrick Baggatta, bending beneath the weight of Codebreakers and yet, he carries on, as all trained rats are apt to do. The only problem is that Patrick eats a lot more cheese!

BUG!

Sega for Saturn

CONTINUING STORY!

To keep the action going in *Bug!*, you'll need one of two things. The first being a ton of skill from playing that little bugger or this handy-dandy little Continues code. We've already given you the code to let you skip from one level to the next, but this one is even better if you're actually interested in learning to beat a particular stage. I mean, you can't go skipping levels every time they give you a little bit of trouble.

When the Press Start screen comes up, hold **Right** and press **Start**



1 PRESS START BUTTON

After beating the first level, you'll have to let yourself die.

SAVED GAMES		3
LEVEL	SCORE	
INSECTIA	00	00
REPTILIA	00	01
SPIDRIA	00	00
GUSSIA	00	00
BURKIA	00	00
ARACHNIA	00	00

Go to Start Game screen and repeat the last step (Hold Right, press Start). Then just start enjoying your continues.

3-D LEMMINGS

Sony Interactive for PlayStation

CHEATY LEMMINGS

The following level codes for *3-D Lemmings* should be enough to not only get you started but actually get you pretty deep into this enormous game. Good luck, gang!



At the password screen enter the following codes.

Level 2 - blimbing
Level 3 - fanagalo
Level 4 - dicksie
Level 5 - kurtosis
Level 6 - gregatim
Level 7 - wallaroo
Level 8 - oventail
Level 9 - gazogene

Level 10 - jingbang
Level 11 - diallage
Level 12 - bunodont
Level 13 - nainsook
Level 14 - yakimona
Level 15 - fumitory
Level 16 - cingulum
Level 17 - beslover

Level 18 - anobleps
Level 19 - quincunx
Level 20 - tarlatan
Level 21 - karmacte
Level 22 - gummosis
Level 23 - prodhose
Level 24 - ngultrum
Level 25 - cottabus

Remember, the later levels are no picnic.



one thing we here at **GAME PLAYERS** can depend on, it's the fact that our readers are just the type to take advantage of cheat codes. I'm not saying that you couldn't all beat these games easily without codes, but we would like to believe that our readers are not really interested in quality, but rather quantity. Isn't that how the saying goes? Well, in any case, we've provided the codes yet again and we expect you to get some use out of them. So what are you waiting for?

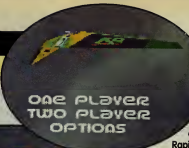
Patrick

WIPEOUT

Sony Interactive for PlayStation

A NEW CLASS

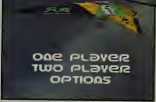
You know that other racing class in *Wipeout*? You know, the one you can't ever seem to get to. Well, if you have managed to place high enough in the Venom Class to actually access the Rapier class, then congratulations, you will go far in life. For the rest of you, however, don't worry, we've got help. To access the super-fast Rapier class, just enter the following code, and don't you dare feel bad about having to cheat. How do you think you get anywhere in life, anyway?



OAE PLAYER
TWO PLAYER
OPTIONS

Go to the first menu screen (The One Player, Two Player etc. screen). Press and hold L2, R2, Left, Select, Start and then press X. You should now be able to access the Rapier Class.

Once you've accessed Rapier Class, go back to the first menu screen. Hold down L1, R1, Right, Start, Square, Circle and then press X.



OAE PLAYER
TWO PLAYER
OPTIONS

HIDDEN TRACK?

Just in case you weren't satisfied with all the great tracks already in *Wipeout*, here's one more for you to check-out. Watch out though, it's no beginner's run and I wouldn't even bother until you've mas-

SELECT RACING CIRCUIT

VENOM CLASS



ULTIMA VII
KARBONIS V
TEREAMAX
HOBBERED
AREIDOS IV
SILVERSTEAD
FIRESTAR

Now, when you get to the track select screen, you should see an extra track called FireStar.

tered the rest of the tracks. You'll also want to remember that you can only race this one in Rapier class. So practice those tight turns and get ready for some fiery racing action!



KILLER INSTINCT

Nintendo for Super NES

SECRET ARENA

To play in a loftier atmosphere than you're probably used to, try the following code. The best part of this once-unobtainable level is that you can actually knock your opponent off the edge.

At the character select screen in a two-player game, highlight your characters, then on both controllers hold Down and press B.

Didn't you just know there was going to be some secret stuff in this game?



SPEEDY INSTINCT

Would you like to control the speed of play? Would you like to speed the game up to twice its normal speed, or even slow it down to work on combos? Of course you would, and here's how.



Remember that all the buttons must be pressed at once, and you'll hear a punching sound when you've done it right.

At the VS screen:

Press Left + R + A + B for Slow Speed.
Press Right + L + X + Y for Fast Speed.
Press Right + R + A + B for Faster Speed.
Press Left + L + X + Y for Super Fast Speed.

MK3

Sony CE for PlayStation

PRETTY PICTURES

The following list of codes are all from the arcade version 2.1 of MK3. Fortunately for all PlayStation owners, they also work at home. If you're truly an MK3 fanatic, then you probably already know these, but for the rest of you, there are some pretty good little codes here.

ThrowDisabled.....	100100	Winner Vs Mortaro.....	969141
Blocking Disabled.....	020020	Winner Vs Shao Kohn.....	033564
Player One 1/2 Power...	033000	Winner Vs Naoob Saibot...	769342
Player Two 1/2 Power...	000033	No Fear.....	282282
Dark Fighting.....	688422	No Visible Powerbars.....	987123
Quasi-Rondper.....	460460	No Recovery Time.....	688933
Jackbot.....	987666	Unlimited Run.....	466466
Player One 1/4 Power...	707000	Psycho Kombat.....	985125
Player One 1/4 Power...	000707	Intro Message.....	123926
Space Game.....	642468	Winner Fights Smoke.....	205205



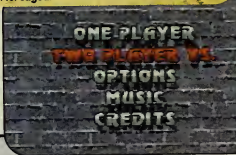
ULTRA VORTEK

Atari for Jaguar

ULTRA HIDDEN VORTEK

Undoubtedly one of the better fighting games for the Jaguar, *Ultra Vortek* already has a lot to offer in game play alone. Now, you can also add to your selection of stages with this code.

Therefore, thanks to us, the game is now that much better.



First start a game in two player mode.



After choosing your characters press either the # button or the * button to access secret stages.

At the title screen press 1, 5 and 9 at the same time.



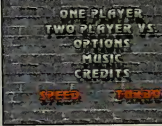
The Hidden Police stage is nice change from the, well, actually it's sort of more of the same, but at least it's different.

When you hear a voice call-out 'Fight', you'll know you've done the code right.



TWENTY-FIRST CENTURY AN ANCIENT INDIAN MAP LOCATED IN SOUTH AMERICA TABLET WAS UNEARTHED. THE ANCIENT ARTIFACT REFERRED TO A BEING KNOWN AS THE VORTAN AND TOLD OF HOW TO THE PEOPLE

Go to the main menu screen and look for an option called Speed. Then choose Turbo mode for super fast play.



PEBBLE BEACH GOLF LINKS

Sega for Saturn

WATCHING GOLF?

If you love watching golf, then we've got a code for you. Now, you can not only play Pebble Beach, but you can watch all the FMV sequences as well.

OPENING
TOURNAMENT START -1st-
TOURNAMENT START -2nd-
TOURNAMENT START -3rd-
TOURNAMENT START -4th-
BREAK
HOLE IN ONE
DOUBLE EAGLE
ROUND END
LOST
VICTORY Player1

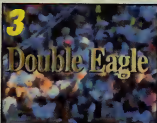
2

When you get to the menu screen, select the desired scene and press A.

Pressing B will return you to the menu at any point.



At any point in the game, press and hold Right + X + Z, then reset the Saturn.



ESPN EXTREME GAMES

Sony Interactive for PlayStation

WHERE DID EVERYBODY GO?

Sure, it's tough letting all those other computer racers wipe the floor with you in the early races simply because you're using inferior equipment. Now, let's say that you could build up enough money to get some really good stuff, without having to actually race against anyone else. OK, let's say it - because it's true.



First, go to the equipment room and select the #1 television.



Go through each of the equipment options pressing X at each one to deactivate them.



Now, when you choose a course you will be all alone, making it impossible to get anything but first place.



Win a couple of races, build up some cash and then buy some good stuff.

RIDGE RACER

Namco for PlayStation

BACKWARDS RACING

To race backwards in Namco's *Ridge Racer*, you'll have to first show that you can handle a little backwards driving. The best part about this code is that it adds just a little extra life to an already awesome game.



Start a race on either of the extended tracks, and before you actually enter the track, turn around and build up your speed to at least 60 miles per hour.



When you reach 60 m.p.h., break through the wall that appears behind you.



You will then be able to race the track backwards! What a rush!!!



INFINITE WEAPONS & INVINCIBILITY

While the infinite weapon code isn't going to do anything by way of powered-up shields, you will, however, never have to worry about running out of ammo.

ENTER ACCESS CODE
△△△△△△△△

When you see the words "Infinite Weapons", you've done the code right.

To access the A-La-Mode mode, enter Circle, Circle, Circle, Space, X, Triangle, X, X.

ENTER ACCESS CODE
△△△△△△△△

At the password screen, enter Triangle, Triangle, Circle, Triangle, Square, Triangle, Triangle, X.

ENTER ACCESS CODE
○○○ X△XX

WORD: A-LA-MODE

ENTER ACCESS CODE
□□□□X△△

At the passwords screen, enter Square, Circle, Square, Square, Triangle, X, Triangle, Triangle.

THOR MODE

Playing in Thor Mode will give you the benefit of about 9999 Flash Bombs. It's up to you to find a use for them all.

When you see the words Thor Mode, you've succeeded.

ENTER ACCESS CODE
□□□□X△△

WORD: THOR MODE

CODE MONKEY OF THE MONTH

KALI MODE

This Month's Code Monkey comes to us straight from the Information Super Highway. **Matt Terrill** sent us the following awesome Warhawk codes. The best part of these codes is that you can change the game in several different ways. Sure, level codes (see Even More Codes this issue) are nice, but what's really great is when you can actually change the action in a game with new weapons, insensibility codes and movie codes.

Thanks for being so thorough, Matt. We appreciate the extra effort and so will all the PlayStation owners out there. Keep up the good work, and remember, this section only works when you guys send us the good stuff.

WARHAWK

Sony Interactive for PlayStation

To give yourself a little bit of an edge right from the start in Sony's hot new flight game, *Warhawk*, you might want to consider trying out the following code. Labeled the Kali Mode, this code will grant you powered-up weapons. How do Ultra Lock-Ons sound?

ENTER ACCESS CODE
X○○□X△△

At the Passwords screen, enter X, Circle, Circle, Square, X, Triangle, Circle, Triangle.

ACCESS CODE FOR
X○○□X△△

When you see the words Kali Mode, you'll know you've done it right.



Now check out the power of your newly acquired Super Swarms!

WARHAWK

HATCH ANY SWARMS ARE TAKEN
PRODUCING THE A-LA-MODE
SUB-SWARMS ARE TAKEN
APPROX. 10000 FLASH BOMBS

To see the epilogue, enter Square, Square, Space, Circle, Square, X, Square, Triangle.

For all the movies enter Triangle, X, Space, Circle, Circle, X, Triangle, Square.

MOVIE PREVIEW & EPILOGUE

Come on, you know you love 'em. Actually, the FMV sequences in *Warhawk* are definitely better than average and, if you want to see them all together, try out the following codes, OK?

ENTER ACCESS CODE

△X ○OX△□

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PS Tekken \$19

PS Police Rider \$19

PS Twin Bee \$19

PS Gurren Hunter \$19

PS Jumping Flash \$19

PS Dragon Ball Z \$19

PS Quismon \$19

PS Ace Combat \$19

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EVEN MORE CODES

Here we go again! In our never-ending quest to shove more codes down your throat than any other magazine, we now present... EVEN MORE CODES! YEAAAAHHH!!!

SHINOBI LEGIONS

Vic Tokai for Saturn

99 X the Shinobi's 99 Men

Go to the title screen and press Start. Highlight "Start" and press A, Z, B, Y, C, X. Start the game, and you will find a certain surprise in the quantity of 99.

WARHAWK

Sony Interactive for PlayStation

Going Somewhere? Level Passwords

To skip to level 2: Circle, Triangle, Triangle, X, Circle, Circle, Square, Circle
To skip to level 3: X, Triangle, X, Square, Square, Triangle, Square, Triangle
To skip to level 4: Square, Triangle, X, X, X, Triangle, Circle, Square

To skip to level 5: Triangle, Circle, Triangle, Circle, Triangle, X, Square, Square
To skip to level 6: Triangle, X, Triangle, Square, Circle, X, Circle, Circle

SLAM 'N' JAM

Crystal Dynamics for 3DO

A New Way To Cheat! Play As Real Team

At the team select screen find the team you want to play as. Now choose the team just to the right of the one you actually want to play for closer stats.

DAYTONA USA

Sega for Saturn

Demo Model No Tires

Go to the pit. After the tires have taken off and before the new ones are put on press A + B + C + Start to reset the game. Now wait for the demo and enjoy the craziness.

Helicopter View

Choose Saturn Mode. Choose a track. Then hold start as you pick your car to race in Time/Lap mode.

After finishing the race choose yes to the replay. Press R at any time during the replay to see the helicopter view.

MECHWARRIOR 3050

Activision for Super NES

Mech-Passwords Level Passwords

Enter 65C816 for Mission 2, B1GBND for Mission 3, FSPRNG for Mission 4 and YHWXT1 for Mission 5.

HAGANE

Hudson Soft for Super NES

Infinite Baby! Infinite Continues

First choose the "Config" option at the title screen. Go to the music option and play, in this order, samples of 9, 8, 7, 6.

Now when you end a game you will notice that you have infinite continues. Not bad huh?

STREET FIGHTER: THE MOVIE

Acclaim for PlayStation

Movie Madness! Play As Akuma

At Player Select screen press Up, R1, Down, L2, Right, L1 Left, R2. The code must be entered quickly so if it doesn't work just go to Guile and try it again. Then choose Guile to play as Akuma.

NOVASTORM

Sony Interactive for PlayStation

Level Storm! Level Select

First you must play through a game well enough to make it to the high score board.

Enter the name Twirly! Now, when you check your options you will see a gold icon that will lead you to a level select.

BATTLE ARENA TOSHINDEN

Sony CE for PlayStation

**Fighting Dirty
Secret Normal Moves On Command**

First enter the Sho and Gola codes then wait for the demo and press Start. As soon as the title screen comes up press Down + Left + X.

After you hear a voice shout "Fantastic!" go to the Option Menu.

Change the shoulder button controls to your special moves. Start a game.

At any point during a fight press R1 + R2 + L1 + L2 + Select to use Your character's Secret Normal Move.

Feeling Desperate?**Use Desperation Move On Command**

First set controls to "Easy" or "Very Easy".

Activate the special moves.

When life bar gets into the red zone press R1, R2 and Down simultaneously.

You Call The Shots!**Clean Up The Screen****And Control Camera**

Go to Options menu and set controls for L & R buttons to "Not Use".

Change the "Camera Action" to "Yourself".

Set "Control Type" to a number greater than 32.

Start the game and press Start to Pause.

Press and hold the Circle, Triangle, Square, and X buttons then press the Select button twice.

Use the L and R buttons to move the camera and use the Select button to zoom.

NBA JAM T.E.

Acclaim for PlayStation

**More Codes Than
A Secret Agent!****Special Play Modes**

At the "Tonight's Match-Up" screen, enter the following codes.

To be "On-Fire", press Down, Right, Right, Circle, Triangle, Left.

To dunk from anywhere, press Left, Right, X, Circle, Circle, X.

For quick hands, press Left, Left, Left, Left, Circle, Right.

For Max Power, press Right, Right, Left, Right, X, X, Right.

For Big Hand mode, press Square, X, Circle, Triangle five times.

For Marmoth Head mode, press Square, Triangle, Circle, X five times.

For the Baby mode, press Square, Circle five times.

For the Huge mode, press Triangle, X five times.

TWISTED METAL

Sony Interactive for PlayStation

**Green Light
Level Passwords**

To skip to the "Freeway" stage enter X, Square, Square, Circle, Triangle.

To skip to the "River Park Rumble" enter X, Triangle, Square, Circle, Square.

To skip to the "Assault on Cyburbiq" enter X, Square, Triangle, Triangle, Triangle.

To skip to the "Rooftop" level, which just happens to be the final level, enter Square, Triangle, X, Circle, X.

**DESTRUCTION DERBY**

Sony Interactive for PlayStation

Extra, Extra!**Extra Track**

Start by getting into the Championship Mode.

When it comes time to enter your name,

enter "REFLECT".

Start a race, then exit the race.

Go to Single Race option and you will now notice an additional track.

You can only race in Single Race mode but it's still good fun.

ETERNAL CHAMPIONS CD

Sega for Sega CD

**Secret Killers
Secret Characters**

Begin on the Final Statistics screen.

Once you see the words "Press Start to Continue" you can start entering the following codes. You will need a six-button controller plugged into port number two.

For Chicken press R, Up, C, Up, R, Y, Y, Right, R, A, Left.

For Snake press B, Y, Up, C, X, Left, Up, X, Y.

For Hooper press X, C, Right, X, B, Right, Z, A, R, Up.

For Monkey press Y, X, Down, B, R, Up, X, Up, Left, Z, Up.

For Chin Wo press B, Z, Up, R, Right, C, B, Up, Y, Up.

For Yappy press Y, Y, Up, Down, Z, R, Down, Z, Up, X.

For Senator press Right, C, C, Left, R, B, Down, X, A, X, R.

For Blast press Z, Left, Y, Up, X, B, R, Right, Up.

Once you have all your favorite characters entered in you'll have to exit from the Final Statistics screen and the Character Select Screen.

Then go back to the Character Select Screen and you will see all the secret characters just waiting there to be thrown into battle.

PRIMAL RAGE

Time Warner Interactive for Super NES

Rage!**Cheat Menu**

At the Start/Options screen press Left, Left, Left, Right, Left, Left, Right, Right, Right, Left, Left, Right.

When the word "Cheat" appears below the word "Options" then you know you've done the code right.

Choose the "Cheat" option and you will have a whole new list of options that only the developers are supposed to know about.

DAYTONA USA

Sega for Saturn

Demo Mode**No Tires**

Go to the pit.

After the tires have taken off and before the new ones are put on press A + B + C + Start to reset the game.

Now wait for the demo and enjoy the craziness.

Helicopter View

Choose Saturn Mode.

Choose a track.

Then hold Start as you pick your car to race in Time/Lap mode.

After finishing the race choose yes to the replay.

Press R at any time during the replay to see the helicopter view.

JUMPING FLASH!

Sony for PlayStation

**Jumping Clouds!
Move The Clouds**

At the title screen hold down L1, L2, R1, R2 and press up.

When the clouds speed up you've completed the code.

Super Jumping

When you finish the game return to the title screen and flip through the stage select until you see the word "Extra".

Restart the game.

Try jumping to get the feel for it. You will now, if properly timed, be able to quadruple jump. Enjoy!



MORTAL KOMBAT 3

Sony CE for PlayStation

Smoke!

Play as Smoke

At the Legal Screen, on controller two, press Triangle, Circle, Square, X, L1, L2.

There will be a sound indicating you've done the code right.

At the Kombat screen, press Up and you will see a question mark.

Choose the question mark and you will be able to access Smoke.

Kustom Kombat!

Kombat Codes

The following codes work with the icon boxes at the match-up screen.

To Disable Combos, enter 722722. For Super Run Jumps, enter 321789. To disable the special moves, enter 555556. To have player one inflict 1/2 damage, enter 390000 and for player two, enter 000390. For both characters to inflict 1/2 damage, enter 390390. To have the power-bar slowly regenerate over time, enter 975310. For super endurance, enter 024689. For no special moves, and regenerating power bars, enter 040404.

PANZER DRAGON

Sega for Saturn

Space Harrier?

Harrier Mode

This code starts all the way back at the Systems self-up screen.

Choose the Language option from the first menu.

Choose Deutsch.

Start the game.

At the title screen press Up, X, Right, X, Down, X, Left, X, Up, Y, Z.

It looks a little weird at first, but you'll get used to it.



PREHISTORIK MAN

Titus for Super NES

Skipping!

Stage Skip Code

Go to Options menu.

Highlight Exit, press and hold L then press Start.

Highlight Game Start, hold R and press Start.

At any point during the game you can now press Select to skip to the next stage.

COMIX ZONE

Sega for Genesis

The Comic Codes

Invincibility Code/

Level Select

Go to the jukebox.

Press C at each of the following numbers 3-12-17-2-2-10-2-7-7-11. You will hear a voice say "Oh Yeah!" then press Start.

Level Select Code

At the jukebox press C at 14-15-16-1-3-13-16-15-1-4.

After the voice says "Oh Yeah!" Press C at a number from 1-6 to choose a level. Then press Start.



AIR COMBAT

Namco for PlayStation

Little Hidden Games

Hidden Game

First you must enter the debug mode by pressing and holding the R1 and the Circle during the pop talk.

Once you get the special loading screen you know you've accessed the debug mode.

Release R1 and Circle and press Up, Left, Down, Right. Now start a normal game.

Before the game actually starts you will get to play a round of this simple action game. You might also want to try pressing Up, Down, Left, Right, Up, Down, Left, Right, R1 at the special debug loading screen.

MECHWARRIOR 3050

Activision for Super Nintendo

Mech Goodness!

Infinite Ammo

Go to the password screen.

Enter the code M1R8G3.

STARBLADE

Namco for 3DO

Shooting In The Fast Lane

Rapid fire

At the title screen press Up, Up, Down, Down, Left, Right, A, A, B, B, C, C.

Now check out your new fire power.

YOSHI'S ISLAND

Nintendo for Super NES

Code Island

Bonus Levels

Once you've cleared every area in a level and managed to find all the secret stuff you will see two bonus level icons. Highlight the first box and press and hold Select then press X, X, Y, B, A.

Not only can you now skip through bonus stages, but there are also some interesting two-player options.

MORTAL KOMBAT 3

Williams for Genesis

More Mortal Stuff

Go to the Start/Options screen. Then press and hold A + B + C and Start.

Then go to the Player Select screen and you will notice that you can choose eight characters to fight in a no-time-limit endurance match.

Player two can also do the same for the ultimate endurance match.

GEX

Crystal Dynamics for 3DO

Electric Gex

At any point in the game, press Pause.

While game is paused press and hold R, then press Left, C, Down, Right, Right, Left.

When the game unpauses itself, you'll know you've done it right.

Turbo Gex

Press the pause button.

Hold R and press Left, C, Down, Right, Up, Up, Up, Right, Right.

Aaah, beautiful turbo.

Invincible Gex

Press pause at any point in the game.

Hold R, and press Left, C, Down, Up, Up, C, Left, Right, A, Right.

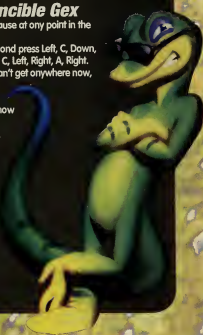
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Contributors
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Trent Ward

Web Slurper
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Imagine Publishing, Inc.
Editorial, Art, Production,
Advertising, & Marketing
1330 Old Bayshore Highway
Suite 210
Burlington, CA 94010
Phone: 415. 696. 1688
Fax: 415. 696. 1678

For All Advertising
Inquiries, Call
Gregory Bunch, Advertising
Manager, Phone: 415. 696. 1688
Fax: 415. 696. 1678

Advertising Coordinator
Melody Stephenson

Production Coordinator
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Cringie Chris Slate, Editor,
Game Players
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President
Chris Anderson
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YOU'RE RIGHT... WE'RE LEFT... HE'S GONE!

It is with a great sense of... uh, sadness? No, how about tragic ennui... no, that's not it... deep personal loss! That's it! Deep personal... No, wait, that's a bit overdone. Oh well, what the hell... All of us here at *GAME PLAYERS* are kinda bummed over the fact that Jeff Lundrigan, longtime Associate Editor, Supreme Game Slayer, Major Coffee Fiend and All Around Smart Aleck, will be leaving our happy little asylum to work for *Next Generation* magazine. (For those of you who aren't familiar with *Next Generation*, they're another fine Imagine Publication. Kind of like *Game Players*, without all of the wacky humor and oddball insanity.)



Anyway, Jeff was offered a position with *Next Generation*, and since he'd been working so long here at *GP*, he decided it might be time for a little change. Watch for Jeff on occasion here in *Game Players*, since no one escapes from this asylum permanently. Of course, we'll have to find a new guy to replace Jeff, and then we get to put that new guy into the box (which is always one of my favorite things — Bill!) Stay tuned for further developments. See ya, Jeff! Good luck on the new job! Oh yeah... we saw Bill fooling around with your coffee mug. He had a pipe, or something, with him. Uh, be real careful, OK?



Ah, February! The month where absolutely nothing happens, except for this! Here's the February Scrambled Mess. Can you find this screen somewhere in the magazine? Write the name of the game on the back of a postcard and mail your entry to:

February's Scrambled Mess,
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The first entry we pick out of the box on the day we lay out this page, wins the Mystery Prize. Remember to include the system you own. All the usual rules apply. The winner of our October's Scrambled Mess Contest was Jon Earkik, of Buckle, OH. He correctly identified the scrambled picture as a screen shot from *Virtual Fighter Remix*. Your Mystery Prize is on the way, Jon, but the referee just stopped the fight, so we gotta sit down for a minute! Patience!



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